

SEGA • NINTENDO • SONY • 3DO • ATARI • ARCADES

**TONS
OF KILLER
PREVIEWS!**

GAME PLAYERS

ISSUE
77

SEGA'S WRECKING CREW

**Virtua Fighter 2,
Sega Rally, and
Virtua Cop:**
Saturn is kicking
SERIOUS butt!

MK3: Exclusive contests!

Mario RPG for Super NES!

Nomad: Sega's portable Genesis!

**Over
20 PAGES**
of Codes,
Cheats, and
Strategies!

TOSHINDEN 2 FIRST LOOK

The game that
redefined 3-D
fighting games
is back!
Tons of pics
— page 36

imagine
a new way of publishing

\$4.95 U.S. / \$5.95 CANADA
NOVEMBER 1995 Vol. 8 No. 11



ESPN
Xtreme
Games



To find out more about PlayStation, check out our Web site at <http://www.sony.com/PlayStation> or call 1-800-899-8449. The charge is \$9.95 per minute. If you are under the age of 18, you must get parental permission to call. *Local-area phone is required. **Available 24 hours a day/7 days a week. U.S. only. ESPN Xtreme Games is distributed by Sony Computer Entertainment Inc. in America. Sony is a registered trademark.

IF YOU FALL WHILE BLADING AT

85 MPH,



YOU COULD GRIND OFF

5 pounds of flesh.

BY THE WAY: THE GUY NEXT TO YOU THINKS YOU COULD

LOSE SOME
WEIGHT.

You're choking on a large piece of dirt, you've got a boot in your face and you swear you just lost your car. You're either dead or you're playing ESPN® Extreme Games. Only on Sony PlayStation. The object of the game is simple. Bike, blade, luge or board your way through the rocky crags of Utah or Jungles of South America and four other radical courses while your opponent tries to play stickball with your skull. Simple, right? The Sony PlayStation provides 3-D graphics and superfast ultra realistic game play. So when the mountain biker kicks you in the face, you'll become road pizza in beautiful 3-D. Now, who's ready to start dieting?

PlayStation.
u r n o t e

© Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. ESPN, ESPN2 and Extreme Games are trademarks of ESPN, Inc. All rights reserved. Licensed in association with Major League Baseball, Inc. and National Computer Games, Inc. © 1995 Sony Electronic Publishing Co., Inc. The rating icon is a registered trademark of The Interactive Digital Software Association.



"The best reason to own a PlayStation"

- Ultimate Gamer

"Wild, stomach-twisting driving"

- Game Pro

"With WipeOut, the future really is now"

- Die Hard Game Fan

• 6 real-time 3D tracks

• 8 Anti-Gravity craft

• Multiple strategic weapons

• Link-up cable options

• Cool sounds & FX

• Totally killer graphics



wipeout™

EXTREME G-FORCE IS A TRADEMARK OF WIPEOUT™

A Dangerous Game

PLAYSTATION: OCT. 20th/PC CD-ROM COMING THIS WINTER



PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Wipeout™ is a trademark of Psygnosis Limited.
© 1995 Psygnosis. © 1995 Sony Electronic Publishing Company.

SAVE HUNDREDS OF DOLL

POWERED BY
namco



The burning sensation you feel is from your broken ribs, not some fireball.



Eight fighters plus nine bosses equal a lot of people to fight.

ARS ON FIGHTING GAMES.

BUY THE RIGHT ONE.

The one with enough "phenomenal" moves to take down an entire forest. The one with "super" smooth texture-mapped polygons performing countless million-replicated martial arts moves at 60 frames per second. The one with four points



of view, whether you're kicking someone's butt or getting yours kicked. The one with some of the most impressive environments you've ever seen, in decades or not. The one that's so tough, it even knocks out the arcade version. Tekken.

TEKKEN is a registered trademark of Namco. The Tekken logo is a trademark of Namco. The Tekken logo is a trademark of Namco. The Tekken logo is a trademark of Namco.

TEKKEN is a registered trademark of Namco. The Tekken logo is a trademark of Namco. The Tekken logo is a trademark of Namco. The Tekken logo is a trademark of Namco.



Welcome to GAME PLAYERS



Uh, the last couple of months, Bill's helped me write this, but now he says that he doesn't

want to anymore. So, uh... hello... (feeble grin). Um, how's it, uh, how's it going? (Nervously tucks at his collar).

(Deep breath...) This month's cover feature, *Virtual Fighter 2* is one sweet, sweet game. After a questionable start, the Saturn is definitely moving in the right direction. Need more proof? Then just check out Sega's other holiday blockbusters, *Virtual Cop* and *Sega Rally*. Cool, man. Real cool. And now that Saturn has a version of *Toshinden* in the works, Sony had better watch its back.

Speaking of *Toshinden*, we've got the first pics of the eagerly-awaited sequel! And rumor has it that after a run at the arcades, *Toshinden 2* will hit both PlayStation and Saturn simultaneously! Someone up there must really like me...

By the way, please welcome our newest sucker — uh, I mean, writer. He's none other than **GAME PLAYERS'** very own Production Coordinator, Roger Burchill! Roger enjoys fly-fishing, home dentistry, and hopes to someday be the first man in flight. He also has a strange fondness for bears. He's a bit of a smart-mouth, but a few weeks in 'The Box' ought to straighten him out.

Chris

I grew up in a farm, heavily fond of bears and a big welcome aboard! Well, then we look 'em up in that big box!

Tell
I show them how to use the coffee maker, so that they can get my coffee just right every day! Oh, and then we look 'em up in the big box on the floor!

Mike
I usually ask 'em if they've got any coffee makers. If they do, I look out if they got my pictures of 'em. Then we look 'em up in the big box!

Patrick
He goes in the box, he goes in the box! You has to wear the leather suit, he has to wear the leather suit! Hokay! Well, now I know why this is so much fun!

Bill
I always like to put something special in the box before we look in the new guy. This not only makes it feel like we're of the gang, but it's usually good for a laugh, too!

Roger
Hey, I think I'll meet Open up the work, at least they gave me this big, warm, fuzzy blanket! I'll just wrap up and take a nap... Great! Hey, there's a bear in here!!



37
Critics hopes to one-up Toshinden with beautiful graphics like these. Check out page 37!



98
0:25:43

INFOTRAK 20

Yeah, it's news, but you'll read it anyway!

InfoTrak 20

Scary, scary stuff... and that's the GOOD news!

Hit List 24

Four new games make the list! It's about time!

Arcades 118

More fun than Pinball, less fun than a Magic Fingers bed!

PREVIEWS 34

Why wait, when you can know now?

Japanese Previews 42

You'll know sooner than Japan knew about Godzilla!

READER'S SAY 12

We scare you? Hey, you scare us!

Reader's Network 12

You can laugh or you can scream. We tend to do both!

Back Talk 153

We find the missing captions and the experiment works!

SUBSCRIBE 82

Give us cash or we give Bill your name, address, and phone number! The horror!

MEET THE TEAM

Hey gang, what fun thing do we always do when we get a new writer?



Toshinden 2

The sequel to the best fighter ever is coming soon. We've got the scoop on page 36!



36



Win tons of MK3 goodies! The action starts on page 62!



Mortal Kombat 62 102

CONTESTS

48

1:34.6

What's in it for us?
2.10 miles on foot and
he totally out of breath? It's
Miguel! Get hooked
on page 41.

124

Mega Man Villains get again
find out why on page 124.

111

What's in it for
them? You
match with
Power Serve
on page 111.
Begin on
page 11.

GAME REVIEWS 47

Hey, anybody else would ask for an arm and a leg for this info! All we want is a neck and a spleen!

Ballz	68
Batman Forever	104
Cyber Speedway	54
D	76
Daedalus Encounter	68
Dark Legend	86
Destruction Derby	96
Disc World	84
ESPN Extreme	96
Light Crusaders	90
The Mask	52
Mortal Kombat 3	64
Novastorm	72
Off World Interceptor	88
Panzer General	78
Secret of Evermore	80
The Scooby Doo	
Adventure	58
Speedy Gonzales in	
Los Gatos Banditos	96
Street Fighter:	
The Movie	92
Ultra Vortek	74
Virtua Fighter Remix	58
Virtua Fighter 32X	68
WipEout	48
Zoop	78
3-D Lemmings	72
Now Playing	114

CHEAT SHEETS 123

We tested these cheats on small, cute, furry animals. The cheats worked; the animals don't... anymore!

Alone in the Dark	140
Barkley: Shut Up and Jam 2	147
Battle Arena Toshinden	146
Blackthorne	145
Demon's Crest	145
Eternal Champions:	
Challenge from the Darkside	141
Final Fantasy III	141
Mega Man 7	124
NBA Live '95	144
Panzer Dragon	145
Robotica	148
Shinobi Legions	128
Slam 'n' Jam	145
Tekken	134
Triple Play '95	144
True Lies	141
Wario Blast	145
Weaponlord	122
World Series Baseball '95	148

Now PLAYING 114

Forget all about those prizes! There aren't any in here. Not a damn one, so just forget about 'em, OK? Nape, not a one...

SPORTS REVIEWS 109

Games so intense, you're gonna need a rubdown after playing 'em!

NFL Gameday	112
NHL '96	111
NHL All Star Hockey	109
NHL Face Off	111
PGA Tour	110
Power Serve 3-D Tennis	111
Prime Time NFL	110
Tecmo Super Bowl III:	
Final Edition	142

Could Saturn's
Virtua Fighter 2
become our all-time
favorite fighting
game? Check out
page 34!!!!

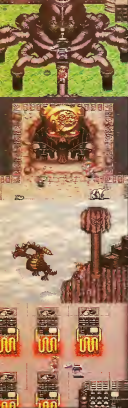
34



Rabid Bear

Me into the dark... me scared — and hungry! Me really, really hungry! What's in it? Meat? Meat like food... meat like food... Food good... food good!





24 megs. With rendered graphics. Battery backup. A hero and his shape-changing dog. Ancient civilizations, prehistoric jungles, medieval kingdoms, futuristic cities. All on one strange planet. Discover the Secret of Evermore. And remember to put on your game face, 'cause this one ain't going to be pretty.

THE FORCE OF EVIL
THE FORCE OF GOOD HAS

HAS AN UGLY FACE.
AN EVEN UGLIER ONE.



SECRET of EVERMORE

24 HOURS
OF
ADVENTURE



SUPER NINTENDO
ENTERTAINMENT SYSTEM

DESIGNED BY
SQUARE SOFT



READERS' NETWORK

Here it is, ladies and gentlemen... the section that proves that sanity isn't necessarily a renewable resource... OK, maybe it doesn't prove that... Maybe it just proves that Mama, we're all crazy now!

SERIOUS QUESTIONS

Your magazine is the best! I have some questions to ask you:

1. I heard rumors that Sega is going to do *Virtua Fighter 3* with 3DO's M2 technology. Which will be better, Saturn or M2?
2. I heard that there is going to be a *Virtua Reality* headset for the Saturn. Do you know if and when it's going to come out and how much it will cost?
3. I plan to purchase a Sega Saturn, and I want to know if *Virtua Fighter 2* does look the same as the arcade. Will it look better than *Toshinden*?

Marc-Andre Savoie
Hull Quebec, Canada

CHRIS:

1. Technically, M2 is said to be Saturn's superior by a good margin. As for those rumors, check out our story in this month's *Infotrak* section.
2. Anything's possible, but don't look for it anytime in the near future.
3. VF2 still isn't quite finished yet, but it already comes damn close to the arcade. And yes, it should even look better than the legendary *Toshinden*.

PLUG YER NOSE

What smells worse when you scratch it?

- A: Bill's Cheesy odor.
B: The Dead Horse.
C: The Scratch 'N' Sniff Earbougad.
Andrew Crowmover,
Unadilly, NE

BILL: If it weren't for the fact that he makes such a good sandwich, and has never been known to randomly attack small children, I'd have to say the Dead Horse... Of course, if you're talking horse racing, the Dead Horse is always scratched.

IT REALLY WORKS



I've noticed something VERY disturbing since Chris has become Editor. Everything SEEMED normal for a couple of issues, but something EVIL was unfolding... In your March '95 issue, the GP Team had ten members: Chris, Jeff, Doug, Mike, Jon, Vince, Kane, Vinny, Darrell, and that Bill guy... In your April issue your team still had ten people... but Kane was replaced by Neil. Hmmmm... maybe she was sick, but I think not. In your May issue I saw an evil-looking Chris who said in his column, "We've been going through some MAJOR REARRANGING here at the office, now VINCE was missing!!" The next month an unsuspecting Patrick had joined... but Neil and Vinny were gone! I then

came to the conclusion that CHRIS IS KILLING OFF THE GP STAFF ONE BY ONE!! Imagine my horror after looking at the July issue and seeing a DEAD HORSE and a kidnapped Vince was back, undoubtedly being kept alive only to be tortured... and gone again in the September copy! So I am writing to the surviving GP members to say → RUN FOR YOUR LIVES! GET AWAY FROM CHRIS! I also wanted to say, Chris, I know what you did! I have already said for excuse me, there's someone at the door... No, it can't be... IT'S CHRIS! AAAAAAHHHH!!

Mark "Send help" Fraser,
Fredericton, New Brunswick, Canada

BILL: You know, Mark, you're absolutely right! This just goes to show that the mail-order hypnosis course I took really worked. That's right... Chris is in my power! Ha, ha, ha!



Conf, I guess I shouldn't have put that Whoopee Cushion on Bill's chair. (Sob) If only I hadn't joined in when everyone started laughing at him! (White)

TWO IS BETTER THAN ONE

Why is it that you are psychotic in responding to one letter, and almost normal in responding to another? Were you cloned where one body is psycho and the other is normal? Is there more than one personality in your head?

Justin Schantz,
Clarkburg, PA

BILL: What a stupid question! I will kill you for asking that stupid question!!

EVIL BILL: What a really stupid question! I will kill you for asking that really stupid question!

CHRIS: You'll have to excuse Bill, Justin. Some days he's just normal, lovable Bill, and other days, he's just normal, lovable, insane Bill.

GRIN AND BEAR IT

I'm a bear! Do you hear me? I'm a BEAR! I'm a big, fuzzy bear with huge fangs and claws! You should be scared, but you're not! YOU'RE NOT! YOU'RE NOT SCARED ONE BIT! Why? WHY?? I'm a BEAR! A big, ferocious BEAR! You should be scared! You should be more scared than you've ever been! If you had a choice between fighting me or Mike Tyson, you'd have to pick Mike Tyson! BUT! YOU'RE STILL NOT SCARED! If you're not going to be scared, could you at least make me your token animal for a month? PLEASE??

Andrew 'I'm a Bear' Hughes, Bellevue, NE

BILL 'I'M A PARAMEDIC' DONOHUE: Since I'm not a woman, Mike Tyson doesn't scare me. And since you sent us the money, you can be the token animal. But first you gotta climb into this big box, OK?



PAYOFF TIME

Dear Chris, Hello darling... it's me, Chun-Li. Do you remember that cold night in Vienna last November? I was 'working the streets' and you ran up to me and said you were 'shem' 'lonely', but you didn't have any money. All you had in your pockets were Bazuga's autograph, one of Slippy's legs, and Bill's collection of used athletic supporters. I said OK. Well, you know how things are... our child was born last Tuesday. It's a girl and her name is As-Hot. She looks like her father, poor thing. Today she said her first words already. Can you believe it? She said 'I do believe that Bill reeks slightly of Romano cheese'. I am so proud. Alimony, you @\$\$, alimony!!!

Chun Li (Vicky Davis),
Evington, VA

CHRIS: You were always on my mind.

TONIGHT WE EAT!

Please listen to my story. I took a trip to California a few weeks ago. I went to Burlingame with Mike, my horse, and tied him to a tree outside a store. I used the bathroom and came back — Mike was gone! Please tell me if you've seen my horse and if he's okay.

Mark Whitaker,
Honolulu, HI

BILL: Uh, gee, Mark, I don't quite know how to tell you this, but, uh, we were hungry and, uh, the deli was closed, so...

READER ART



When winners don't say what type of system they have, **Bill Donohue** just laughs, and keeps the game!

WINNER



Michael and Lisa Marie in the year 2010 (Michael's the one on the left).

John Clark,
Portage, MI

Kyle Hart,
Rapid City, SD

He knew it was time to lose weight when his Halloween mask wouldn't fit his face!



Chad Brahm,
Lino Le Hoch, Canada

It was the last time the Tin Man was late with the rent!



That strange buzzing roar could only mean that Fort Man was aloft again!



Ryan Sullivan,
Ventura, CA

Time is a relationship that we have with the universe...

Peace is measured by defense conditions...

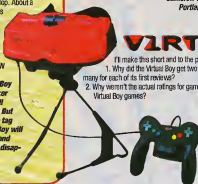
DEFCON
5™

DO WE HAVE TO?

If someone gave you each \$500 in small, unmarked bills, a six-pack and a beautiful Playgirl, only if you would buy a Virtual Boy, would you buy one? I mean, do you think it's worth it? I think that just like the Game Boy, Virtual Boy will be a flop. About a month after Game Boy was released, my friends were tired of it. Do you think that will happen to the Virtual Boy?

Sarah Hicks,
Nashville, TN

CHRIS: Actually, Game Boy was a huge moneymaker for Nintendo, and is still earning its keep today. But with such a hefty price tag for a portable, Virtual Boy will be in trouble if the second round of games are as disappointing as the first.



NEVER A DULL MOMENT

I'm writing this from the middle of the woods in my grandpa's cabin. There are no videogames and no TV! The only thing I have to do is read my old issues of **GAME PLAYERS**. I've read them a thousand times! They help me keep my sanity. I WANT TO DIE!!! Excuse me for that impulsive outburst. I'm so bored that I'm going to slip into a coma. I feel it coming on right about now. Are there any other uses for my **GAME PLAYERS** magazines? Please help me.

Cameron Young,
Portland, OR

BILL: This is your lucky day, Cameron! There are literally hundreds of uses for your old *Game Players* mags. If you boil 'em, they make a tasty soup! Or, simply connect Tab A to Slot B, and you can build that iron lung ol' Gramps will be needing soon. Roll 'em all up into tubes and connect 'em, and you can talk to someone real far away! Sharpen up the ends, bury 'em in the ground and surprise the heck outa those ATF agents who have Gramp's cabin surrounded. You can have hours of fun!!!

VIRTUAL SCORE

I'll make this short and to the point so that you can print it and give me some answers:

1. Why did the Virtual Boy get two pages for its first five game reviews when the PlayStation got that many for each of its first reviews?
2. Why weren't the actual ratings for gameplay, graphics, etc. or the up/down arrows printed for each of the Virtual Boy games?

Ron Price,
Smock, PA

CHRIS: We don't hold any grudges against VB, if that's what you think. But...

1. Just look at their scores — those games didn't deserve any more space.
2. We simply didn't have room for them.

OOOH, WE'RE SO SCARED

First off, I want to tell you that I love your magazine. However, I write in to address two issues in recent "Reader's Network":

1. I feel sorry for "Shik" and Caray. It seems like the people in their local arcades suck. Around here, I'm treated like an equal player despite the fact that I'm a girl. And we're all willing to share tips, tricks and codes. We should all learn to just get along.
2. OK, maybe it does look kinda silly for Cammy to use her kick-throw on Zangief, but I think most female characters in fighting games are awesome, regardless of their outfits. Girls like Cammy and Psylocke are very

quick and agile, and I can beat someone to a pulp in 20 seconds with either of them.

Kyra the Merciless,
Mechanicsville, MO

MIKE: What's sad is that so many of these arcade-dwellers need a woman more than they'll ever know. Yet these poor lonely souls shun the women, when they should be begging them to stay. Someday these boys will grow up and realize what life is all about.

CHRIS: Hey Mike, can I have a quarter?

Becky VanAcker,
Arcadia, NY

GOLLY GEE

I have just a few comments on the "girls' gart" issue. It just makes me ill the way girls are dressed in videogames. They should make guys Taped in g-stringed! Not THAT would be interesting. As for you, Joseph Embury, please foregoed a long, lonely life in your own videogame hell. As for me, the guy I go with better know how to cook, do laundry, and get this constant haircut.

CHRIS: So... exactly what part do YOU play in the relationship? And by the way, once you've seen Jeff walk in wearing HIS G-string, you'll change your tune nice 'n' fast.

I totally agree with Joseph, with just one minor change. Someone else should be wearing the wide-wide silk — Jax. Wilcox, can you imagine? I'd never get tired of seeing THAT! Min-mmm, Kano, too. He's so rugged and vicious... Min. That's what turns me on! Bah, baby! I'd totally lose it if Kano and Jax were to fight like that! I'm drooling already. And now about M. Bison? Just the hat, and one piece of silk. Seeey! Ryu and Ken! Minn-boy!!! And Akira, Jeffery, and Lon! Damn, this is too hot for words! I'd better get out of here!

Madame Lovejoy,
(address withheld by request)

JEFF: I've never been a fan of silk. Always been more of a satin kind of guy myself.

THE REAL WORLD

What's up with all this "virtual reality" hoopla? You snap on a pair of golly-less glasses and immerse yourself in a world that emulates the real world? Uh, wait a minute — you mean to tell me that the games of the future will involve your car breaking down and having to get the parts to fix it? (Oh, I know! You eat a large pizza and get constipated and have to find the "enchanted" laxatives to ease your discomfort?) Yeah, that's it! No? Well, I don't get it. I don't want virtual "reality." I want virtual "unreality." What's the point of it all, anyway? And whose bright idea was it to think like crap up?

Ambassador Mike,
Toccoa, GA

CHRIS: I don't think you've thought this through, Mike. Imagine strapping on your goggles and entering virtual reality — where anything goes! Blow up a city block! Lead the cops on a highway chase! Take to the streets and beat up people! And when you get thrown in the slammer, just take those glasses off.

GAME IDEAS!



GOT MILK?

Ever seen those Snackwell's Cookie ads? Well, this game is called *Revenge Of The Cookie Man*. In this game, you're the cookie man and those fat ladies are chasing you (as usual). When they try to steal your cookies... YOU STAB THEM 1000 TIMES!!! HA, HA, HA, HAH! DIE, DIE, DIE!!! Uh oh. Here come the White Coats. This is my third time on the lightning...

Travis Howard,
Stockbridge, MI

BILL: There's something about your game idea that truly disturbs me, Travis. Your not supposed to call 'em 'fat ladies' anymore. The correct term is 'gravitationally-challenged spinsters'. Let's watch it! By the way, you got any of those cookies? Or are they still making you chew the rubber puck when it's time for that high-voltage fun?

WHAT'S IN A NAME, ANYWAY?

I've got a real fun game. The name of my game is *Hi, My Name's Fred, Is Your Name Fred? Mine Is!* The object of the game is to wander around and ask people what their name is. When they tell you, you say "Oh I had a cousin once who was named that", and you leave. As a bonus stage, you get to

write nasty things on the restaurant's Suggestion Sheets. It'll make millions of dollars!

Eric I bet you thought my name was Fred! Lutz, Ft. Mitchell, KY

BILL: Hi, Eric. My name's Bill. Is your name Bill? Mine is! Oh, I once had a cousin who was named Eric. I gotta go now. Your restaurant really sucks!!! Now gimme my million bucks, dammit!!!

WINNER

KEEP AN EYE OUT...

My game is called *Fred's Ocular Convity*. The main character, a guy named Fred, is in a Championship baseball game, when... BAMP! A pop fly bounces Fred right in the forehead. When he wakes up, Fred finds his left eye is gone. He must run through the entire town, armed only with his wits and a vengeous-hate-filled squirrel from hell, trying to find his eyeball. If you succeed, you gain back your 20/20 vision, get your license, and have a fatal car accident. If you lose, the squirrel pours lemon juice into the hole where your eye used to be.

*Some Sicko Named Bill,
Knoxville, TN*

BILL: It's always an honor when I can award a prize to another sicko named Bill! But you better shape up, Bill. We haven't seen you at the last few Sicko Bill meetings. And speaking of those Sicko Bill meetings, I believe you're just a little bit behind in your dues. You better get a check made out to me in the mail right away!

HEY! YOU, YOU, GIVE YOUR A MYSTERY PRIZE!

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Sicko Bill, of Knoxville, TN, and no, this isn't my way of getting a free game! OK? So don't delay! Write in today!!!

GAME OVER, MAN

Hey Chris, I have an idea that may stop game companies from giving us crappy endings... make it a category when reviewing games! Game companies know that reviews from you guys greatly influence what games we buy. *endings is a factor when reviewing games, they'll give us something more than a still screen and those stupid credits. Please consider this — games with lousy endings called bad.

Captain N,
New York, NY

CHRIS: Hmmm... good idea, Captain N. Say, didn't your show get canceled a couple years back?

CHRIS GOT A FAN

I've been getting your mag ever since the beginning. I just want to say that your mag kicks major ass and always will. I just have two questions: Chris, how long have you worked at *GAME PLAYERS*, and what is your favorite game (for any system)? My faves are *Super Punch Out*, *Super Metroid*, *Legend of Zelda: A Link to the Past*, and *Earthbound*. PS: Could you show a picture of the first GP issue ever made?

Brian Falsaca,
Fairfield, CT

CHRIS: To answer your first question, I've been here doing one thing or another for roughly six years. In answer to your next question, I think I'll let everyone here have a turn (needless to say, narrowing it down was a near-impossible task for everyone at the office)...

JEFF: Final Fantasy III. There's nothing better.

MIKE: EA's NHL series (the latest version for the newest roster).

PATRICK: The original Madden for Genesis.

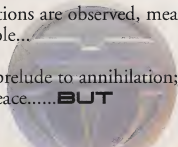
BILL: It's gotta be *Super Bomberman 2* — if there's other people to join in.

ROGER: *Super Street Fighter II*. I still think it's got everything beat.

CHRIS: And now for me — *Super Mario World*. Miyamoto is the King-Daddy.

Defense conditions are observed, measured, and often predictable...

Defcon 1 is a prelude to annihilation; Defcon 5 a mandate for peace.....BUT



DEFCON
5.



PEACE HAS

"An original space adventure combining strategy, action, and shooting game genres."

— EGM

Human outposts in space are cheap targets for alien invaders, and the Tyron Corporation has cashed in on the defense systems they created to protect them. The fact that there has never



been documented proof of alien existence has not stopped them from making billions from humanity's fear of the unknown. An unsuspecting technician on a remote mining site discovers a deadly plot launched by the Tyron Corporation to ensure its monopoly on lucrative government defense contracts. Now considered a threat, the



A PRICE ...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

Call 1-800-773-3772 for information on Game Rating.

DEFCON 5 is available on multiple platforms including:
PC CD-ROM, Sega Saturn, Sony PlayStation and 3DO.

- Immerse yourself in futuristic graphics beyond belief
- Play from a defensive perspective — your best offense is your defense
- Surround yourself with high-end, digitized sounds
- Take a two-week sabbatical to finish this game.



DEFCON 5 is a registered trademark of Millennium Interactive. Def 1995 and licensed to Data East USA, Inc., LG Electronics U.S.A., Inc./Goldstar and VIC TOKAI, INC. PlayStation, the PlayStation logo and the PS logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERTAINMENT, LTD. 3DO, the 3DO logo and Interactive Multiplayer are trademarks of the 3DO Company. Nova Spring is a trademark of VIC TOKAI, INC. Data East and the Data East logo are registered trademarks of Data East USA, Inc. All other trademarks are the property of their respective owners.

IT'S NO PONY RIDE

Hey Dead Horse, can I have your autograph in blood?

Sean Lewis,
New Canaan, CT

DEAD HORSE:

WHERE IS IT?

A couple of issues back you said that the *Street Fighter* animated movie was getting easier to find and you also said to check the mail-order companies for availability. We've looked everywhere and we still can't find it.

Mondo & Caracal,
Los Angeles, CA

PATRICK: Just hold off on the import game for awhile, guys — A translated US version will be hitting the shelves this fall.

SCHOOL DAZE

I am very interested in DigPen. Is there an address I can write for more information? Hey! The first time I beat *Final Fantasy IX*, it was in 33 hours. Is there anybody out there who did better the first time through?

Olivier Dubé,
St-Jean-Port-Joli, Quebec

PATRICK: Hey Olivier, that's great that you're interested in DigPen. Try calling (604) 682-0300 for more information. Go Canada!

THAT'S WHY WE CALL HIM 'LUCKY'

Okay, that's it! Lately, NO good games have been coming out for the 32X. And now, because of that, Jeff will die... oh, wait's that, you say? *VIRTUA FIGHTER*? For the 32X? ...I... OK, I'm happy now.

Crazy Dave Badgerow,
Cheboygan, MI

JEFF: Hey man, I've got two words for you — *Virtua Hammer*. That sums up 32X in a nutshell. I'm glad you managed to talk yourself down, though. Dealing with people in article hats never been my strong suit. You should've seen that guy I tried to talk in off the ledge — sucker aimed right for my car anyway. Took almost a thousand bucks to get the roof fixed. Geez, some people have no consideration for others.

32X THE QUESTIONS

Dear courageously-cool Captain Chris and the Colossal Crew:

1. MK3 on 32X — could it happen?
2. What the hell does 'Production Editor' do?
3. When is *Virtua Fighter 32X* coming out?
4. Who takes your pictures? (Sometimes they totally suck!)
5. Won't that funky PlayStation controller hurt Mortal Kombat 3?
6. Have you guys ever murdered anybody?
7. When's *Alone In The Dark* going to be released for 32X?
8. Can you tell I have a 32X?

Andy Hansen,
Davenport, IL

CHRIS:

1. Technically? Yes. Realistically? Maybe after Sony's exclusive deal wears off early next year.
2. Hell if we know.
3. Should be hitting the shelves any day now.
4. I took the sucky ones. All of Patrick's pictures were taken outside the office on a REALLY windy day, and Roger just snapped his own shots in a photo booth.
5. Nope, not at all.
6. No Andy, murder is wrong.
7. Interplay was going to do it, but it's been shelved for now. Sorry.
8. You don't say.

GO HOME AND PRACTICE

I'm writing about the crybaby in issue 75. The reason people don't give out moves or fatbites to dorks like you is because it takes a lot of time to master them. And then when you do, guys like you come up and ask how to do them, which is damn annoying. Anyway, my point is that when you spend money on learning a game, you don't just give away what you paid for — that's insane! My suggestion to the 'special-move challenged' is to get to the arcade early and practice.

Mike Yablonski
Nashville, TN

CHRIS: A fair point, Mike, but that's hardly the healthiest attitude to take. Can't we all just work together to forge a better tomorrow? Just think of it — gaming studs and dorks, hand-in-hand, helping each other...
MIKE: Man (sniff), that's beautiful.

CONNECTIONS

Look, if you're into collecting like a pig, it's to have fun or just be selfish with the coins, nice games. We read Chris' letters.

Stefano Diaz
709 Mayfield Dr.
Brooklyn, NY 11244

I'm 20 years old and I have SNES and 32X. Looking for some people who like Mortal Kombat and other fighting games.

Shawn Kaszita
18117 Goodview Way
Lakewood, MN 55044

I'm 12 and would like to talk to someone my age about video games or anything else I have a Genesis and a 32X baby.

Jason Carter
2841 N. Main Street Dr.
Pinole, Georgia, DC 32061
Georgia

I'm 12 years old and looking for a partner who is also 12 years old.

Wade Westwood
123 Bloomfield Ave.
Joliet, NJ 08030

I am 10 and own a SNES, Super Turb, Genesis and Sega CD. I would like to know how to beat or win.

David Gaudin
325 Glen Echo Ln.
Cary, NC 27511

I'm 13 years old and guy who likes to play some Sega. I want to exchange tips.

Dave McGraw
4305 W. Ridgewood Dr.
Pomona, OH 44134

I'm an 11 year old boy who owns a SNES and a 32X. I would like a partner 10 years or over. I like playing and painting foot games.

Tom Weir
1310 Illinois St.
Vulgo, CA 94506

I'm 12 years old and would like a partner 11-15 years old to respond to all letters.

Kristin Jenkins
P.O. Box 983
Eastpointe, MI 48032

I'm 13 and would like a female partner my age. I will answer all letters.

S.K. Johnson
14 Wayne Mcd Dr.
Brampton, Ont. L6X 3Z2
Canada

I'm 16 and own a SNES and would like to know how to get who who owns SNES.

Tammy Ogilvie
Rt. 1 Box 317
Dublin, VA 22024

I'm 12 years old looking for someone to talk to about video games. I own a SNES, Genesis, Sega CD and 32X.

Lee Arnold
R.D. 4 Box 28A
Newport, RI 02840

I'm 13 and I have a SNES. I'm looking for a partner to exchange tips and books with.

Thomas Voth
1262 Turner Farms Rd.
Gartner, NC 27529

I'm 10. I have a Genesis and would like to exchange tips.

Chris Emarte
39 Union St.
Johnson City, NY 13790

I'm 14 and would like a player. I have a Genesis, Sega CD and a Nintendo.

Michael Gesteau
4066 Holland #53
Austin, TX 78756

I'm 15 years old and my hobby is video games, drawing and playing games for my dad.

Frank Thurnknecht
103 N. Van Ness
Berkeley, CA 94707

GET OFF YOUR @\$\$!

Write to *Game Players* at the following addresses:

For game ideas, write to:
Game Ideas,
Game Players, 1350 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010

To get into the *Connections* section, write to:
Connections,
Game Players, 1350 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010

For general network letters, write to:
Readers' Network,
Game Players, 1350 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010
Or contact us online at:
jflucky@netcom.com

INFO TRAK

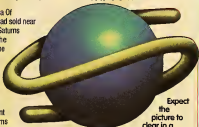


While it's true that, here at *GAME PLAYERS*, we don't have a Walter Cronkheit, a Roger Mudd, a Ted Koppel, or a Dan Rather, we'd still like to think that we've got all the hottest videogaming news available. There's only one way for you to find that out — READ IT!

Numbers Don't Lie

When One And One Make Three...

According to Sega Of America, they had sold near 120,000 Sega Saturns prior to the release of the Sony PlayStation. On the other hand, Sony claims that Sega has only sold 40,000 units. And while we wouldn't normally believe either of these companies, independent analysts have the Saturns sales at near 50,000.



Expect the picture to clear in a couple of months.

The Race Is Over

Sony Computer Entertainment of America's president Steve Race has resigned. Reports say Mr. Race left over difficulties with Sony's Japanese parent company, but no official comment was given. Sony says, "Steve Race is a great guy and we'll all miss him, but as a company we'll continue the same way and won't miss a step." Stepping in as acting president (no, not Ronald Reagan) is Martin Homlich, who comes from Sony's audio division.

Don't worry too much about Steve Race and his family, since one day after his resigning from Sony he was named president of Spectrum Holobyte's games division. Hey, when you got it, you got it.

Nintendo Hedges

Mario hits U64, Nintendo won't talk

While the Japanese market has been buzzing with the news for weeks, Nintendo of America won't confirm it or deny plans to release both a new Mario game and a new installment of the *Final Fantasy* series when the Ultra 64 hits the stores in Japan December 1st.

Sources say the new Mario title is a true Mario game, not a spin off, and is designed as a showcase for the U64's capabilities. This makes it the first game Mario has starred in all by his lonesome since *Super Mario World* when the Super NES came out over four years ago.

Of equal interest is a new *Final Fantasy*. With the popularity of RPGs in Japan, and of the *Final Fantasy* series in particular, having one available at launch would help sell a lot of hardware. Square Soft has not yet been announced as an "official" U64 developer, but sources have confirmed that the game is in the works.

Square, who up until now have released exclusively for Nintendo platforms, is rumored to be looking at developing for other systems as well. Whether this new game would be released directly by Square or would be licensed for release through Nintendo is still unknown.

Sega Walks the Walk

Sega Unveils Some Of Its Hottest Software to Date at 'Sega Unplugged'

Amidst industry doubts of Sega's ability to compete with its newest rival, Sony Computer Entertainment, Sega of America hosted it's annual *Gamer's Day*. Dubbed 'Sega Unplugged', the emphasis of the show was on the Sega Saturn and the several new titles planned for the Christmas buying season. With early Saturn releases receiving only lukewarm reviews, many believed it was essential for the Saturn to have a strong Christmas line-up for it to



Sega Buying 3DO?

Reports from analysts have Sega gathering money to buy out 3DO. The analysts say that Sega is looking to get out of the hardware business and stick with software. Especially of interest to Sega is 3DO's new M2 technology. Sega is also said to be talking with Microsoft about making software for the PC. A spokesperson at Sega said, "... that the reports are completely false, and that Sega has no plans of getting out of the hardware business".

When these rumors surfaced 3DO stock shot up, which makes you wonder if this isn't a rumor started by 3DO. However when we contacted 3DO they said, "We (3DO) have talked to several companies about the M2 technology." But they wouldn't say yes or no to the Sega rumor.

The benefits for Sega buying 3DO would be to take one of their competitors out of the market, to have access to the M2 technology, and to have hardware partners Goldstar and Panasonic to help share the costs.

If rumors about Sega's purchase of 3DO is true, this might just be known as Saturn 2 instead of M2.



Sega Announces Portable 16-bit Nomad

There's 16-bits On The Road and I'm a Gonna Make It Home Tonight!

Sega took the opportunity during its Sega Unplugged media event to announce the release plans for it's much anticipated Nomad, a 16-bit, portable gaming system. With Sega's reputation for producing new hardware platforms at the drop of a hat it's perfectly natural to fear the announcement of a new platform, but fear not, this one uses existing software. Available in limited release this month, The Nomad, which is only slightly larger than the Sega Game Gear, plays

all existing Genesis titles, meaning there is already a library of more than 600 games available for portable play. Though Sega was actually beaten to the 16-bit portable market by a few years by NEC's Turbo Express, there is little doubt that the Nomad will outsell the unsuccessful Turbo Express many times over.

Sega promises Genesis-quality graphics and music for its new portable and with the estimated 3 hours playtime on six AA batteries the Nomad should deliver plenty of on-the-go fun. Priced at just under \$200, the Nomad features a 3 1/4" full-color screen, six-button controls and the ability to plug in an additional controller for some hot head-to-head action.

With the release of the Sega Saturn, there was a question as to whether Sega would con-

tinue to support 16-bit gaming. The launch of the Nomad could easily be taken as a sign of commitment to the existing industry. As for the Game Gear, there's lots of new software on the horizon. Sega can be counted-on to support both portables for some time to come.



competes with the Sony PlayStation.

Fortunately for Sega, the new line-up of titles for the Saturn managed to dismiss any and all doubts about the power of the machine and Sega's in-house development teams. With brilliant translations of arcade hits like *Virtua Cop*, *Sega Rally* and yes, even the great *Virtua Fighter 2*, Sega demonstrated what they referred to as the learning curve of programming for the Saturn. In what may be the perfect example

of the Saturn learning curve, they unveiled the American version of *Virtua Fighter Remix* and *Virtua Fighter 2*, both of which put to shame the original arcade translation and easily rival Sony's best fighters. Sega also made an impression with in-house titles such as *Wing Arms* and *Mystaria*.

For the most part, third-party development for the Saturn is still lagging a step or two behind in-house work, but with Sega's emphasis on training third-party developers

and providing new development tools to all those in need, this trend will hopefully correct itself in the near future.

Other notable news surfacing during Sega Unplugged was the official announcement of the 16-bit, portable Nomad, plans for a Saturn version of the PlayStation smash hit *Toshinden*, and the announcement of Sega's \$25,000 Play to Win competition. It looks like things are going to get very interesting in the near future.

Call Guinness, Mom!

Official High Score Keeper Returns

During the early '80's, Walter Day ran the Video Game Master's Tournament and was the official source of high scores information for the Guinness Book of World Records when they ran game records from '84 to '86. He retired in '86 for health reasons, but he must be feeling better, because the Masters Tournament is back.

Participating arcades will contact Walter for the 'established' difficulty settings for the hottest games, both past and present, and high scorers must have their games witnessed and scores confirmed by three notarized signatures — they ain't fooling. Top players can then compete in the Master's Tournament, which occurs at local arcades in some 75 cities across the country from September to December.

But the big enchilada is the North American Video Game Challenge, to be held January 5th-7th, 1996 at Walter's own Twin Galaxies Arcade in Fairfield, Iowa. Don't think about just sending 'em your name though. This one's by invitation only, with contestants hand-picked from the Master's.

Guinness is once again interested in running scores as well, although at press time the deal was still being negotiated. Even if that falls through though, you can still look forward to the Twin Galaxies 1996 Videogame and Pinball Book of World Records, due out later this year, with official scores for over 6,000 games — we didn't even know there were that many.



Walter Day, on the far left, is starting up the Master's Tournament again!

IONE Skye **ON SATURN:**

"LABELS ARE TIRED.

Bits. Polygons. MIPS. Labels. Sega Saturn
THEY'RE AN EASY WAY isn't about labels. We could
spend all day talking about how it shares the
same architecture as \$20,000 FOR LAZY PEOPLE TO
arcade systems, and how Sega Saturn pumps the
DEFINE YOU WITHOUT hottest arcade titles straight to
your reflexes for a fraction of the cost. We could
go on and on about EVER REALLY KNOWING YOU.
how its gameplay experience grabs you and
pulls you in, but all those words still don't tell you what the



Sega Saturn experience is really like.

ACTRESS.

To understand that, you have to find out for yourself.
SOMEBODY'S DAUGHTER. Don't be lazy.

Don't accept somebody else's definitions.

Even ours. While we use SOMEBODY'S WIFE,
phrases like "the best games are only on Saturn," and
THAT DOESN'T EVEN "this Christmas, Sega
will have the most electrifying library of exclusive
games on the planet," BEGIN TO TELL YOU
you should form your own opinions from first-hand experience.
WHAT I'M ALL ABOUT."

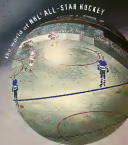
Then you'll truly know what it's like on Saturn.

SEGA SATURN™

GO THERE.



HEAD FOR SATURN



**SUB
POP**

©1995 Sega Corporation. All rights reserved. Sega is a registered trademark of SEGA Corporation. All other trademarks are the property of their respective owners. Sega Saturn is a registered trademark of SEGA Corporation. All other trademarks are the property of their respective owners. Sega Saturn is a registered trademark of SEGA Corporation. All other trademarks are the property of their respective owners.

1-800-541-5411

email: segausa@sega.com

<http://www.sega.com>

Design/Source: GO SEGA.





HIT LISTS

It's that time again! That's right, gang, it's time to see just which games you all are playing and which games you're NOT playing. The Top Ten list has arrived. We also have a new winner this month. He is *Matthew Foss*, of *Machias, ME!* His Mystery Prize is on the way! Yours could be, too. Send in your top five favorite games. You could see your name here next month!!!

OUR READER'S TOP TEN

Based on our reader mail!

-   **Donkey Kong Country**
Super NES
Nintendo
-   **Killer Instinct**
Arcade
Nintendo
-   **Final Fantasy III**
Super NES
Squaresoft
-   **NBA Jam TE**
Super NES
Acclaim
-   **Mortal Kombat 3**
Arcade
Midway
-   **Daytona USA**
Arcade
Sega
-   **Tasmanian Devil**
PlayStation
Sony CE
-   **Virtua Fighter 2**
Arcade
Sega
-   **Earthworm Jim**
Genesis
Playmates
-   **Mortal Kombat II**
Super NES
Acclaim

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

GAME	SYSTEM	PUBLISHER
1 Wipeout	PlayStation	Psygnosis
2 Loaded	PlayStation	Interplay
3 Virtua Fighter 2	Saturn	Sega
4 Destruction Derby	PlayStation	Psygnosis
5 Tekken 2	Arcade	Namco
6 MFL Gameday	PlayStation	Sony
7 Air Combat	PlayStation	Namco
8 Earthworm Jim 2	Genesis	Playmates
9 Warhawk	PlayStation	Sony
10 Winning Eleven	PlayStation	Konami

TOP TEN FROM THE U.K.

GAME	SYSTEM	PUBLISHER
1 Brian Lara Cricket	Genesis	Code Master
2 Themo Park	Genesis	Electronic Arts
3 FIFA Soccer '96	Genesis	Electronic Arts
4 PGA Tour Golf 3	Genesis	Electronic Arts
5 Super Bomberman 2	Super NES	Nintendo
6 Zeido — Llak's Awakening	Game Boy	Nintendo
7 Street Racer	Genesis	Ubi Soft
8 Super Int'l Cricket	Super NES	Nintendo
9 Pete Sampras Tennis	Genesis	Code Masters
10 Super Mario Land 3	Game Boy	Nintendo

TOP TEN FROM JAPAN

GAME	SYSTEM	PUBLISHER
1 Yoshi's Island	S. Famicom	Nintendo
2 J League 3	S. Famicom	Namco
3 Dragon Ball Z	PlayStation	Bandai
4 Aquanaut's Holiday	PlayStation	Artlink
5 Rigford Saga	Saturn	Sega
6 Ace Combat	PlayStation	Namco
7 D	Saturn	Acclaim
8 Donkey Kong Land	Game Boy	Nintendo
9 Winning Eleven	PlayStation	Konami
10 Arc the Lad	PlayStation	Sony CE

WRITE IN AND WIN A GAME!

We need your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game system you own! Send your postcard to: Write Your Own Dream List, Game Players, 1350 Old Regentway Highway, Suite 210, Berkeley, CA 94710. We'll do all the rest and publish your compiled list every month! So get in it and make your own dream list!



You.

Them.

Capisce?

Doom. Super NES. 22 levels. All the original monsters and weapons. Plus the new FX2 chip. So strap on your ammo and start spitting lead because the only thing that sucks worse than the pay are the odds.



©1995 Williams Entertainment Inc. DOOM™ is a trademark of Id Software, Inc. Copyright ©1995 Id Software, Inc. All Rights Reserved. All characters, images, likenesses and other elements depicted in DOOM™ are the property of Id Software, Inc. Distributed under license by Williams® Entertainment Inc. Williams® is a trademark of AMS Games Inc. Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. ©1991, Nintendo of America Inc.

GAME GOSSIP



With more juicy bits than a steak dinner, our resident game monkeys serve up the best gossip in all the land. Pull up a chair and feast on this! And yes, you'd better leave plenty of room for dessert!!!

Next for Nintendo

EXCLUSIVE! Sources close to **GAME PLAYERS** are among the first to have played near-finished games on Ultra 64 development kits. They also say that the machine not only lives up to their expectations, but FAR EXCEEDS THEM. • While Ultra 64 development kits are now in the hot little hands of licensed developers, the games and the system are still probably almost a year away. The reason? Several eagerly anticipated Nintendo and third-party games are still in the queue for the 16-bit Super NES, including *Killer Instinct*, *Donkey Kong Country 2*, *Secret of Mana 2* and the *Super Mario RPG*. • The 64-bit Ultra 64 did, however, make an appearance at the recent Siggraph conference (a high-end graphics show for developers) in the NEC booth. NEC designed the Ultra ram-bus technology for the chip set and was quietly showing off the hardware. • Developers

also indicate that the Ultra easily out-performs the Sony PlayStation and Sega Saturn, with processing power that puts high-end PCs to shame. Developers are a little less impressed by the system's texture cache (responsible for the size and detail of bitmapped graphics) and Ultra's sound capabilities. The texture cache problem should be handled with the Ultra's built-in Tri-Linear MIP, (which smoothes bit-mapped images with round edges, and realistic blur), but the Ultra's CD-quality sound processor, which one developer labeled "an audio nightmare to program for," will still be limited. Currently games for the Ultra will not exceed 64-megs of memory due to production concerns at Nintendo, but expect



The mighty U64 mother board, revealed! Is this the U64 controller...?

compression technology similar to the type used to squeeze *Donkey Kong Country* onto a 32-bit cartridge, to maximize cartridge space. • Finally, the rumored 3.5-inch disc drive that will accompany the machine (and unveil at the Shoshinkai show in Japan this November) will retail for around \$150. Developers warn that this peripheral will be "essential for playing the really cool games". Also expected to debut at Shoshinkai is the fabbed Ultra 64 controller, which has both analog and digital controls, and a joystick.

Still in Development

Remember that *Mario RPG* we told you about a few months back? If not, permit us to refresh your memory, the game called *Super Mario RPG* is being developed for Nintendo by SquareSoft and is

about 80% done. The game utilizes the same programming techniques that were seen in *Donkey Kong Country*, with characters rendered using Advanced Computer Modeling and gameplay resembling the *Zelda* titles. At press time, the game is said to be close to completion, but supposedly Nintendo of America hasn't even seen the product. A source close to Square told *Game Players* that the game was "amazing", and unlike anything they'd seen before. (For first

screens of this hot new game, check out this month's Japanese *Previews* section!) • In other 16-bit news, *Donkey Kong Country 2* may not ship this Christmas after all. The rumored delay is due to the strong sales expected from *Yoshi's Island*, other Nintendo and third party titles. Also currently in the works at Ranch Mario is a Super NES console/Killer Instinct package that should be ready by Christmas.



Yoshi's Story

This game was originally scheduled to release last Christmas, but was delayed in favor of the incredible *Donkey Kong Country*. It was to be re-rendered by Rare to resemble DKC, but Nintendo of Japan nixed that idea because of a certain programmer's fondness for traditional videogame animation. Now, two and a half years after it was finished, *Yoshi's Island* prepares to sweep the Mario-

hungry gamers away this Christmas. The game, produced by Mario's dad Shigeru Miyamoto, is an awesome side-scrolling Mario-like adventure that is a must-have for your Super NES collection. So make room under your Christmas tree for the little dragon.

A long time coming, Yoshi's Island won't disappoint Mario-starved fans.



Dracula



Problems On Saturn?

When Virtua Fighter 2 comes to Saturn, it may lose some of those beautiful backgrounds. It seems that AM2, the famed R&D division at Sega of Japan, is being rushed to finish the product for the upcoming Christmas season and may have to cut some corners to make the December deadline. Although Sega officially claims the product is "coming along fine", sources inside Sega tell *Game Players* that the conversion "could go smoother if the product wasn't so rushed."



W2 looks great so far, but will Sega see it through?

Did you know?

Did you know a Super NES handheld has been lurking in the shadows at Nintendo for more than five years? Yep, that's right, the machine is designed and ready for manufacture. But don't get too excited, a Nintendo NES/Super NES adapter and NES handheld are also lurking in the shadows, but both (and possibly all three) are unlikely to appear. I guess Nintendo just likes to have these things ready if the market calls for 'em.

Sega Sale!

Rumors continue to circulate about the sale or purchase of 3DO to rival Sega. Originally the rumor had Sega interested in the M2 technology, but now industry insiders claim Sega wants the whole ranch. A story that ran in the San Francisco Examiner earlier this year speculated that Sega would buy the M2

technology to compensate for it's under-powered Saturn. But the latest rumor places Matsushita, not Sega, as the interested buying party — and Matsushita is rumored to be contemplating buying Sega! Whatever happens, expect a pretty amazing announcement from Sega one way or the other in the next few months.

Miscellaneous Bits, Bytes and Bugs

Expect Neptune next year. Originally billed as a 32X/Genesis combo system, some insiders are hinting that the machine's potential may reach much, much farther... This "next" game machine will be postponed in an effort to prepare for Ultra... • Sega's new handheld Genesis, the Nomad, will offer players handheld gaming through a 3 1/4" screen, but will also offer players a connector that will plug the machine directly into the TV. Cool. • The next Mario game, now scheduled for August of '96, will offer up a polygon-rendered plumber. The game is currently in development in Japan. • Toshinden 2 will hit arcades before it hits home, and



Playmates will bring Toshinden home to Saturn by the year's end. • Finally, expect some cool things from X-Band and Capcom. The two are rumored to be working out a "packaged" deal. Finally, nods off to Sony for sponsoring the MTV music awards. • Alright, that's all I see yet!



The Hunt Continues



Only on Super NES®

Super NES is a trademark of Nintendo of America, Inc. © 1995 Konami. (040012) 1/95



KONAMI
XXL
SPORTS SERIES



PILOTS HAVE FLIGHT SIMULATORS

LINEBACKERS HAVE THIS GAME.

FLUID 3-D MOTION
CAPTURED ACTION

SUPERIOR ARTIFICIAL
INTELLIGENCE

REAL TIME SGI
RENDERED GRAPHICS

EVERY NFL PLAYER

ALL 30 NFL TEAMS

REALISTIC PURSUITS

OVER 90 SPECIFIC
PLAYER BEHAVIORS

MULTIPLE VIEWING
ANGLES

PLAYER STATS

FLYING HELMETS



www.wtinet.com/wti/konami.htm



"NFL FULL CONTACT"
GAME TIME: NOV. 19



©1998 Konami America, Inc. All Rights Reserved. Online game play requires an Internet connection and a modem. PlayStation 2 version requires a PlayStation 2 computer entertainment system. All other trademarks and registered trademarks are the property of their respective owners.

In Related News...



So now that 'In Related News' has become your one source for non-gaming information, we'll assume that you don't need an explanation of what we're doing here. This month you'll find out about buying video games on the net, great video game fanzines on the WWW, new animation and, of course, plenty of new music for you to check out.

Animadness

The Japanese anime industry continues to make a place for itself in the U.S. marketplace, with industry giants like Manga and Orion leading the way. This month we're announcing new titles from Manga and Orion that are sure to please.

Barefoot Gen and Mega Zone 23

Barefoot Gen is the story of a six-year-old boy spared from the destruction of the atomic bomb blast at Hiroshima during WWII. Billed as one of the most important animated films ever made, *Barefoot Gen* is well worth the investment.

Mega Zone 23 is the story of Tokyo resident, Shogo. When his friend is murdered he sets out to avenge his death and ends up caught in a web of corruption and danger.

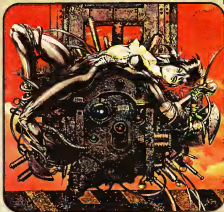
New American releases from Orion, *Barefoot Gen* and *Mega Zone 23* are labeled not for kids which, of course, makes them both a must-have.

Manga announces Ghost in the Shell

Debuting at the 11th Tokyo International Fantastic Film Festival '95, *Ghost in the Shell*'s Masamune Shiro's story of the ultimate future secret agent. Of course, the future secret agent has no body to speak of and, as you

might have guessed, can travel freely about the information highways of the future. The comic series was just completed. So check it out!

Ghost in the Shell is another in a series of first-class releases from industry giant Manga.



Pick Of the Month and then some

This month's pick of the month comes from a Pacific Northwest band by the name of Sweet Water. The CD is called *Superfriends* and the single, which you've probably already heard, is *Superstar*. If you haven't heard them yet, imagine a hard-edged pop band with alternative tendencies. OK, that was a little description, but describing music is never easy. Trust me, you're gonna love it.



Sweet Water comes on the alternative rock tradition of other Generation X bands, such as Oasis (except they're not British).



Other Good Stuff

Other notables this month are new releases from Moonpools & Caterpillars, Dance Hall Crashers, Letters To Cleo and Weezer. Check them out!



Moonpools & Caterpillars and Letters to Cleo are only a few of the new releases worth checking out this month.



Gaming Info On The Net

After last month's break, we figured you were probably ready for some cool new Internet info, so here it is. We've come across a couple of cool new sites that we think are worth looking into and wanted to pass them along. Remember, we're not the only ones who can find cool net sites, so if you find some that we haven't mentioned, let us know.

This month we thought we'd give you the scoop on a couple of gaming e-zines that we thought were pretty cool and, for the most part, pretty accurate in the info they're peddling. The

first one is called Intelligent Game Online. This is arguably the most reliable unofficial game source on the net. With info on all the console systems and some PC info as well, Intelligent Game Online really covers it all. Check them out at <http://igonline-escape.com/igonline.html>.

Another good e-zine that we've come across is called Video Gaming Information (don't judge it by

Intelligent
Gamer Online
is always
check full of
reasonably
reliable
gaming
information.



the name). Whether it's gaming bug's you're after or the latest news on both hardware and software development, VGI has it all. There are also some great links to other games related pages here. Look them up at <http://webster.u.washington.edu/~mosaic/vdgames.html>.



The Game Experience will undoubtedly keep you on top of the newest game releases both here and abroad.

Buying Games On The Net

As a special supplement to this month's internet coverage, we thought we would also give you a heads-up on buying and selling games through the net. As the internet grows more and more in popularity every day, it becomes apparent that soon we will be able to do just about anything via computer and modem. Well, one great thing that we can already do that you may not

have known about, is buy and sell video games. At The Game Experience site you can get information on and then purchase all the latest software for all the console systems. This includes a heavy dose of import games that aren't even available in The States yet. You can find them at <http://www.games.com>.

If you wanted to sell some of your old video games or find some great bargains on used games, you might want to check out USoK. With an extensive library of used software, USoK offers games at prices that are tough to refuse. Check them out at <http://www.usapen.com/teaw/index.html>.

If you're looking for a bargain on games, you might want to check the used software libraries of USoK.



Not More Mortal Kombat?

Just when you thought you couldn't take any more MK, Sky Box decided you needed trading cards from the movie. Well, at least this way when you've finally mastered all the fatalities of the game, the special effects of the movie start to fade, the music of the soundtrack starts to get old and the live show has come and gone, you'll still have something to remember the year that was *Mortal Kombat*. And with Sky Box at the helm you know we can count on some quality images that will last for some time to come.

The dramatic images that made the *Mortal Kombat* movie a smashing success are now captured on a new set of trading cards from Sky Box.



Mortal Soundtrack

OK, you've definitely seen it, movie by now, but how do you find the soundtrack? Well, if you were able to tear your attention away from the mind-blowing special effects long enough, you may have noticed the intense techno beat that's in the pace for the movie. The only way to truly enjoy those techno tracks is to buy the album, bring it home, turn your stereo up to ten and let 'er blast.

Now you'll probably want to know where to get this masterpiece. Well, all we can tell you is that the album is available from TVT records and you should be able to find it at all your favorite record stores. MORBIDAL NOMBAAAAA!! If you like techno with an occasional scream, you'll love the *Mortal Kombat* soundtrack.

GOODIES

**A RUSH FELT BY A HANDFUL OF WORLD-CLASS
DRIVERS AND THE OCCASION**



ASS

AL PARKING VALET. |



Imagine driving the wrong way in rush hour traffic, before catching enough air to make a seagull blush. Is it the L.A. freeways? No, it's the Sony® PlayStation.™ Introducing Namco's Ridge Racer.™ Gut-wrenching first-person views, five different courses and 200+ m.p.h. lap speeds. Only the PlayStation provides racing so realistic you'll need to check your shorts for skidmarks. One final plug: Look for Ridge Racer and 50 other titles including Mortal Kombat™ 3 on the PlayStation before Christmas.



U
R
N
O
T
E

PlayStation™



SONY

ENOS LIVES



To find out more about PlayStation, check out our Website address at <http://www.sony.com>. For game hints call 1-800-999-SONY (7659). The charge is \$0.95 per minute. Calls under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day, 7 days a week, U.S. only. Sony is a registered trademark of Sony Corporation. The Sony logo is a trademark of Sony Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Ridge Racer © S. 1993-1994 Namco Ltd. All Rights Reserved. Mortal Kombat™ 3 © 1995 Midway Manufacturing Company. All rights reserved. Used under license. Mortal Kombat is a trademark of Midway Manufacturing Company. Developed by Williams® Entertainment Inc. Williams is a registered trademark of Williams Games Inc. ©1995 Sony Electronic Publishing Company. All rights reserved. Call 1-800-771-3772 for information on Game Ratings. To get ahead turn around and go back.

1350 Old Bayshore Highway;
Suite 210;
Burlingame, CA 94010

GAME PLAYERS

SEGA • NINTENDO • SONY • 3DO • ATARI • ARCADES

EXCLUSIVE!
Subscriber's
newsletter

THE SADDEST THING IN THE WORLD...



Sorry, but there's no funny Gazuga comics this month. I know — you feel lost, abandoned, scared. Well, don't worry. There's a brand new **GAME PLAYERS** postcard and all you've gotta do to get one is to steal your Dad's car and drive to California! No, wait... we're just kidding. All you've gotta do is write us a letter and we'll send you one of these twisted pieces of cardboard. 'Why is the card so twisted?', you may ask. Well, check

out the picture on the left. This is how Bill and I would look if you were throwing the world's best party, with lots of cool stuff. Suddenly, there's a knock on your door. You throw the door open and there we are — checking out all the swell stuff we can break or steal from your house! This is how we'd look. This is also the picture on the card! Now do you see why it's so twisted???

THE GREAT STAR PROFILE

When we were hanging out at Monterrey, someone asked Roger Burchill what he'd really like to do here at Imagine Publishing. 'Why, I'd like to review games!', Roger said cheerfully, not realizing that if he reviewed games for **GAME PLAYERS**, he was fair game for all the cheap potshots we could aim his way. Here's the first in a real long series of cruel jests, cheap tricks, mean-spirited jibes and practical jokes that we're gonna play on him...



GP: So tell us, Roger, have you gained weight, or were you always that fat?

Roger: I have gained weight, but only because people keep throwing bananas into the box!

GP: Didn't you have a hard childhood? I mean, looking like that as a child.

Roger: My childhood was actually quite idyllic, but now that Bill's my surrogate father, it's time to pay the piper his due!

GP: How does it feel to be so ugly that sleep has to sneak up on you from behind?

Roger: It makes me feel like I fit right in with the rest of the guys! I don't even need to wear a Bill/Bison Mask!

GP: Don't lie to us! Where the hell were you on the night of August 29th?

Roger: I was in church. Ask the priest!!!

GP: A likely story... Next you'll be asking us to believe you're innocent!

Roger: There ain't enough holy water in the world to cleanse my soul...

GP: We thought so! They'll fry you for this!

Roger: I've always believed that fat and cholesterol were the roads to happiness! Mmm, fried cheese!

GP: That's it! We've heard enough. Get the hell out of here and get back to work. By the way, your spelling sucks!

Slippy: 'No kisses for THIS frog prince!'

Love Me!

Game Date



Chris Slate: 'I wanna take you on a magic carpet ride, baby'



That smile, that hair — it must be Mike Salmon!

Mike's dating do's and don'ts, pg. 15!



Patrick Baggatta tells us about his secret wish — get the Kleenex!

'I just want someone I can talk to...'

**Just who IS
GAME PLAYERS'
handsome new**

Mystery Man?

PLUS

our third annual
checkup on the
survivor of the
'Win a Date With
Bill' contest

PREVIEWS

In Salem, Massachusetts, back in the 'good old days,' people who claimed that they could see the future were usually tied to a stake and burned to a crisp. If that were true today, you sure as heck wouldn't be reading this section now!



The frailer characters move much faster than in the first VF. Just look at how smooth those beautiful torture mops are. Mon, this is the one that you've just gotta get a Saturn to play!

VIRTUA FIGHTER 2

Sega for Saturn

The second wave of Sega Saturn software is on the way, and leading the pack is *Virtua Fighter 2*. Even Sega admits that the first wave of Saturn software didn't come close to taking

advantage of the technology. The way the multi-processor machine is set-up, developers have to find ways to make all of them communicate in order to get the most out of the machine. With *Virtua Fighter Remix* (reviewed this issue), Sega opened some eyes with the silky-smooth graphics and fast play. And now with VF2, Sega wants to show off the Saturn's technological abilities.

VF2 doubles *Virtua Fighter*'s speed of polygons, resolution and frame rate, while throwing in the seamless 3-D backgrounds of the arcade. All the moves of the arcade game are intact, a total of over 700. Shun and Udon, the two new characters in VF2, have also been included, with all their exceptional moves. Sega is also including a tournament mode to strengthen the replay value of the game.

The best part is that VF2 is coming this Christmas! With what we've seen on VF2, this is going to be the game of the year. It's fast, it's beautiful, and it's chock-full of all the same great fighting moves of the arcade. Now, what about *Virtua Fighter 3*? Next issue...



That old drunkard, Shun, is in this version, and he easily has some of the best moves.



Udon also joins the party with his Praying Mantis-style and ultra-fast moves.



Pai and Lau moving together at incredible speeds, and oh so smooth.



Gone are the glitchy backgrounds of *Daytona USA*.

SEGA RALLY

Sega for Saturn

When Sega released *Daytona* for the Saturn, there was a certain level of disappointment in the translation. Sure, the game played great, but there was just too much polygon pop-in to make this the believable driving simulation it was in the arcade. Eager to remedy this problem, Sega is getting set to release the

arcade title *Sega Rally* for the Saturn and with what we've seen of this one, there will be precious little to complain about.

The detailed backgrounds of this off-road adventure would seem to be just as much a challenge as the backgrounds of *Daytona* and yet the Saturn seems to handle them with unquestionable ease.

Whatever it is that Sega is figuring out in Saturn development, it's working. Look for this one to be a mega-hot release.



The mountainous scenery is a close match to that of the arcade version.



As with *Daytona*, there is a wide variety of perspectives to choose from.



All your favorite cars and tracks from the arcade will, of course, be available for the Saturn version.



VIRTUA COP

Sega for Saturn

Continuing in the tradition of great arcade games, *Virtua Cop* is one of the best shooting gallery style games ever to hit the arcades. Now, Sega has managed to harness the power of the arcade smash hit and bring home to the Saturn. Packed with the Sega Thrasher Arcade gun, *Virtua Cop* for the Saturn is just like bringing the arcade hit home with you. With an unbelievable likeness to the arcade version, it is about as safe bet that if you liked the coin-up, you're going to love this one.



With the VC light gun packed in with this title, there's no excuse for leaving survivors.



The dazzling graphics are highly reminiscent of the arcade version.

Part of the challenge in VC is to avoid making the innocent by-standers. Yeah, right.



The smooth-moving, beef-looking, hand-drawn hitting polygon fighter yaf. Take a bow, Lion. You've earned it!

When you wake up
in PRISON framed by
some FAT
UGLY Boy
and the GROUND
ripples beneath your
feet - you're not
DRUNK or F*%@ED up
on DRUGS -you're
LOADED!



BATTLE ARENA TOSHINDEN 2

You knew the sequel was coming. The first Toshinden has barely even hit the shelves here in the states and Toshinden 2 is almost ready. New backgrounds, smoother polygons, two new characters and facefits for the old crew make this the most hotly-anticipated title of the year.

Tracy, a female detective armed with a Chinese tonfa rod, and Chaos, an unknown syndicate assassin, are the two new characters. The gameplay looks to be the same except for the addition of the Overdrive Gauge at the bottom of the screen. The Overdrive Gauge works like the Rage Meter in Samurai Shodown, and should add even more strategy to Toshinden 2.

The Overdrive Gauge should add even more strategy to the game.



Gala is back, but he's lost the heavy suit of armor to reveal his evil face.



Fa's getting even older and wearing some kind of Santa's helper hat. He's still a nimble little guy, though.



Eiji and Kayin are back, fighting on a new background, with a smoother look. Still, for the most part, the character designs look the same as before...



This shot is from a very early stage in development. Keep your fingers crossed.

Sega for Saturn

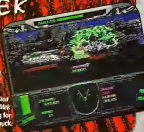
If this isn't the best fighting game ever, it's really, really, really close. Although we haven't seen enough of the Saturn version to really make any judgements, we have been promised a slightly updated version of the game, including one new character. Today is truly a good day for Saturn owners.

T-MEK

Time Warner for 32X

Bring the fun of the arcade home with this good-looking transloop for the 32X.

Kinda like Cyber Seal on steroids, T-Mek offers a lot of bang for the buck.



HIGH VELOCITY

Atlas for Saturn

In the tradition of *Demolition* and *Road Rash*, another high-speed racer will hyperlapse back through the tangled paths to keep the 12-bit to 32-bit game players in the right track. When we last saw it, this one seems to deal with the same old problems of *Dynasty*. Keep your fingers crossed.

Here you go, race fans: another chance to use that Sega Saturn steering wheel!



DEATHKEEP

SSI for 3DO

OK, so here's yet another Doom-like game, but before you get all bored on me and skip to the code section, you should know a few things. Number one, this isn't just a Doom clone, it's a semi-sequel to SSI's *Slayer*, which makes it an AD&D RPG that just happens to use a first-person perspective. So that's pretty cool.

Second, and probably most important, of all the Doom engines we've seen, this one simply *FLIES*. I mean it's fast, fast, fast, and it looks really incredible. The texture maps are among the best we've seen for 3DO, hell, for any system. The walls practically sparkle.

The two levels available at press time were nothing short of amazing, and we want more. NOW. Stay tuned.

Eves and dwarves in a first-person setting was a good idea with *Slayer*, and this follow-up promises to be even better. Hey guys, bring it on.



Of all the games we've seen that use a Doom-type engine, *Deathkeep* looks the best. I mean, just LOOK at it!

CRITICOM

Vic Tokai for Saturn

There is little doubt which popular 3-D fighter this game is modeled after (in case you couldn't guess): it's *Tekken*, but here it's under your hat. That doesn't mean it can't be great. We've got high hopes for this one—especially we've got another great fighter in our future, it definitely looks good so far.

This *Tekken*-like fighter is definitely one way to bring something special.



CENTER RING BOXING

JVC for Saturn

From the likes of 3-D fighters such as *Virtua Fighter*, *Tekken* and *Toshinden*, comes the inspiration for *Center Ring Boxing*. With what we've seen of this one, JVC may just have a hit on its hands. With polygon fighters, training features and plenty of intense boxing action, this is definitely the next step in boxing games.

By using polygonal characters, *Center Ring Boxing* creates a believable feeling of 3-dimensionality.

The realistic motion and gameplay will convince even the most die-hard boxing fan.



Don't
Get Mad,
Get
LOADED

IN THE WORKS

Here's our new monthly list of games from the far-flung future. Keep in mind that details are sketchy on some of these games, so keep your eyes on this page for further developments.

Company • Title • System • Date

The 3DO Company • *BattleSport* • 3DO • Q4
The 3DO Company • *Captain Casser* • 3DO • Q4
The 3DO Company • *Killing Time* • 3DO • Q3-Q4
The 3DO Company • *Phoenix 3* • 3DO • Q4
The 3DO Company • *Planet Strike* • 3DO • Q4
47 Ticks • *Texas 47 Go-Mat* • PS • Nov
Absolute • P & T's *Snake S. Minors* • 3DO • Q4
Absolute • *Butterflies* • SAT • '96
Absolute • *Batman Forever* • PS/SNES/GB • ?
Absolute • *Robots* • SAT • ?
Accolade • *The Crow: City of Angels* • ?
Accolade • *Spoken* • SNES • ?
Accolade • *Myst* • SAT • ?
Addison • *"Big Hurt" 9-ball* • PS/SNES/GB • ?
Addison • *Mortal Kombat 3* • PS • ?
Addison • *Turk* (Shrews Hunter) • USA • ?
Addison • *Cultures Island* • SNES/GB • ?
Addison • *George Foreman* • SNES/GB • ?
Addison • *Judge Dredd* • SNES/GB • ?
Addison • *Justice League* • SNES • ?
Addison • *Madman Carriage 2* • SNES • ?
Addison • *Revolution X* • PS/SNES • Oct
Addison • *WWF Arcade* • SNES • ?
Addison • *Alien Village* • PSAT • Oct
Activision • *March 95* • PS • ?
Activision • *Shogun* • PS/SAT • Q3 • Q4
Atari • *Griff Hill Hockey* • JAG/US CD • Nov
Atari • *Command* • JAG CD • Nov
Atari • *Scout Joust* • JAG CD • Nov
Atari • *Parallels Racing* • JAG CD • Nov
Atari • *Highlander III* • JAG CD • Nov
Atari • *Warrior's Forces* • JAG CD • Nov
Atari • *Back 60 White Noise* • JAG CD • Dec
Atari • *Deathswitch* • JAG • Dec
Atari • *Magic Carpet* • JAG CD • Dec
Atari • *NBA Jam Tournament Edition* • ? • Dec
Atari • *Quake Racer* • JAG CD • Jan '96
Atari • *Iron Soldier 3* • JAG CD • Jan '96
Atari • *Alles vs Predator* • JAG CD • Feb '96
Atari • *Mind-ripper* • JAG CD • Feb '96
Atari • *Batman Forever* • JAG CD • Apr '96
Atari • *"Big Hurt" Baseball* • ? • Apr '96
Atari • *Invincible* • JAG CD • ? • Apr '96
Atari • *Mortal Kombat 3* • ? • Apr '96
Atari • *Delta* • JAG CD • Jun '96
Atari • *Jack Bros* • V6 • Sep '96
BMG • *"Boss-guns"* • PS/SAT • Q1 • Q2 '96
BMG • *TMA game* • PS/SAT • Q2 '96 • Q3 '96
BMG • *Rams* • PS/SAT • Q1 '96 • Q2 '96
Capcom • *Darkstalkers* • PS • ?
Capcom • *Night Warriors* • SAT • Dec
Capcom • *X-Men* • SAT/PS • Q4 '96
Capcom • *Pack Hunt* • PS/SAT • ?
Capcom • *SP Legends* • PS/SAT • Q1 • Q2 '96
Capcom • *Incredible Tunes* • PS/SAT • Q1 '96
Capcom • *Bo Hazard* • PS • Q1 '96
Capcom • *SP: The Meka* • PS/SAT/3DO • Q1 '96
Capcom • *D&D Tower of Doom* • PS/SAT • Q4
Crystal Dynamics • *BEK* • PS • Q1
Crystal Dynamics • *Legacy of Kite* • PS • Q4

Crystal Dynamics • *Blazing Dragons* • PS • Dec
Crystal Dynamics • *Solar Eclipse* • PS • Q3-Q4
Crystal Dynamics • *30 Baseball* • PS • Dec
Crystal Dynamics • *Basketball '95* • PS • Q1
Crystal Dynamics • *Diagnosis of the Snake Table*
Crystal Dynamics • *The Horde* • SAT • Q3-Q4
Data East • *Orion 5* • PS/SAT • ?
Data East • *Minnow Fats* • PS/SAT/GB • ?
Data East • *Dark Legend* • PS/SAT • ?
Digital Pictures • *ProFighter* • SAT • Nov
Digital Pictures • *Max Gargo* • SAT • ?
Digital Pictures • *Nova* • SAT • Q3 • Q4
Digital Pictures • *Clash Switch* • SAT • Nov
Digital Pictures • *OS Attack* • SAT/3DO • Oct
EA • *Magic Carpet* • PS • ?
EA • *Exile's War* • PS • ?
EA • *Street* • PS • Q4/Q1 '96
EA • *Vanguard* • PS • Q4
EA • *Relent* • PS • ?
EA • *PS Soccer '96* • PS • Oct
EA • *Road Rush* • PS • Q3 • Q4
EA • *Shock Wave* • PS • Oct
EA • *Shock Wave 2* • 3DO/PS • Q4
EA • *Psychic Detective* • 3DO/PS • Oct
EA • *Madden '96* • PS • Oct
EA • *High Octane* • PS • Oct
Electronic • *Robotnik Academy* • USA • ?
Eidos Soft • *Super Dimension 3* • SNES • ?
Interplay • *Descent* • PS • Q4
Interplay • *Cyberia* • PS/SAT/3DO • Q4
Interplay • *Waterworld* • PS/3DO • Q4
Interplay • *Casper* • 3DO/SAT/3DO/PS • Q4
Interplay • *Legend* • PS/SAT • ?
Interplay • *VR Baseball '96* • PS/SAT • ?
Interplay • *Crayfish 3* • M2 • ?
Interplay • *Star Trek: Starline Acad.* • 3DO • Q4
Interplay • *Kingdoms: The Far Reaches* • 3DO • ?
Interplay • *Blackthorn* • 3DO • Q4
Interplay • *Alone in the Dark* • 3DO/SAT • Q4
Interplay • *C2 Judgment City* • 3DO • Q4
Interplay • *Casper* • 3DO • Q4
JVC • *Spirit Rangers* • SAT/PS • ?
JVC • *Warrior's Forces* • SAT/3DO • Q4
JVC • *Evil Smith Protocol* • SNES • Q4
JVC • *Conan: Ring of Honor* • SAT • Q4
JVC • *Screening Wrecks* • PS/SAT • Q4
JVC • *Death Sides* • 3DO/SAT • Q4
Koei • *PTD 3* • SNES/SAT/PS • Dec/Q1 '96
Konami • *MUSHA Baseball* • PS • ?
Konami • *NBA Baseball* • PS • ?
Konami • *NFL Football* • PS • ?
Konami • *Golf* • PS • ?
Konami • *Project Overkill* • PS • ?
Lunarsoft • *BallBreaker* • PS • ?
Midscope • *V-MAX* • PS • ?
Midscope • *The Renna Project* • PS • ?
Midscope • *The Mechanism* • PS • ?
Midscope • *Hardcore* • PS • ?
Midscope • *Cyber Speed* • PS • ?
Midscope • *Monster Dark* • USA • ?
Namco • *Tekken 2* • PS • ?
Namco • *Starblade Alpha* • PS • Q4
Namco • *Race Rider* • PS • ?

Sega • *Contra* • SAT • ?
Sega • *Fox Runner* • SAT • ?
Sega • *Spider-Man: Web of Fear* • 3DO • Q3 • Q4
Sega • *X-Men* • 3DO • Q3 • Q4
Sega • *32 Xtreme* • 3DO • Q3 • Q4
Sega • *Virtual Hammer* • 3DO • Q3 • Q4
Sega • *Vectorman* • 3DO • Q3 • Q4
Sega • *Kid's* • 3DO • Q3 • Q4
Sega • *X-Peria* • 3DO • Q3 • Q4
Sega • *Barfield* • 3DO/GB • Q3 • Q4
Sega • *On-Line* • Red Wings • USA • ?
Sega • *Rocky* • PS • ?
Sega • *Yokai 2* • PS • '96
Sega • *Interplay* • *Johnny Mnemonic* • PS • Q4
Sega • *Interplay* • *Virus* • PS • Q1 '96
Sega • *Interplay* • *NFL Gamecity* • PS • Q4 • Nov
Sega • *Interplay* • *NHL Face-Off* • PS • ?
Sega • *Interplay* • *Island* • PS • ?
Sega • *Interplay* • *"Basketball"* • PS • ?
Spectrum Hologram • *Top Gun* • USA • ?
Time Warner • *Primal Rage* • SAT/PS/3DO • Nov
Time Warner • *Primal Rage* • JAG CD/3DO • Nov
U.S. Gold • *BC Racers* • 3DO • ?
U.S. Gold • *Skatlon Snow* • 3DO • ?
U.S. Gold • *Indiana Jones' Adventures* • 3DO • ?
U.S. Gold • *Hand-Of-Slayer* • 3DO/SNES • ?
U.S. Gold • *Virtual Golf* • 3DO • ?
U.S. Gold • *Snatcher* • 3DO • ?
Viscon New Media • *Zaps* • PS • Q4
Viscon New Media • *Acen Plus* • PS • Q2 '96
Vic Tapes • *Striders* • Logos • SAT
Vic Tapes • *Grimm* • SAT
Virgin • *Agile Warrior: F-117X* • PS • Q4
Virgin • *Converge Games* • PS/SAT/3DO • Q4
Virgin • *Converge Games* • SNES/3DO • Q4
Virgin • *11th Hour* • 3DO/PS/SAT • Q3/Q4/Q4
Virgin • *3D action game* • USA • ?
Virgin • *Heart of Darkness* • ? • ?
Williams • *Libra Dances* • USA • ?
Williams • *HW 2* • SNES/3DO • ?



©1995 Gamba Interactive Limited.™ Interplay Productions. All Rights Reserved. Sony is a registered trademark of Sony Corporation. PlayStation™ is a trademark of Sony Computer Entertainment, Inc.



BY GAMING FOR GAMES™



International conflicts should

“...the best soccer game yet. Period.”

— *Game Pro*

Multiple skill levels let both rookies and pros enjoy the game. Practice mode can even turn rookies into pros. Which is good. 'Cuz with all the formations, coverage, and strategy of real soccer, no one gets off easy in FIFA Soccer 96.



“One of the best soccer games I have ever played!”

— *Electronic Gaming Monthly*

3800 world class stars. 237 teams. 12 international leagues. One helluva' world summit meeting. Complete with authentic and localized crowd chants. (Brazilian drums, Italian cheers, etc.)



“...the best 16-bit soccer game ever, and one of the best sports games in general!”

— *Game Spot*

You gotta defend your turf. So we gave you slide tackles. Body tackles. And elbow shots. 'Cuz sometimes the best defense is a good, hard-hitting defense.



Software © 1995 Electronic Arts. All rights reserved. EA SPORTS, the EA SPORTS logo, the EA GAMES logo and MaxisDesigns are trademarks of and "It's in the game, it's in the game" is a registered the property of their respective owners. Features vary among platforms.



be settled with legs. Not arms.

“Finally! The ultimate soccer simulation has arrived.”

— *Digest Game Fan*

You better bring your big guns.

This year, the goalies are smarter, faster and tougher.

They even come out of the net and make leaping saves.

Aggressive enough for you?

“The best soccer title ever!”

— *Electronic Gaming Monthly*

MotionDesign[®] technology and SCI[®] 3D models were melded to create an impressive array of distinct player animations. Like scissor kicks, banana shots, and bicycle kicks from the offensive arsenal.



**EA
SPORTS**
It's in the game,
it's in the game.

The #1 Selling Sports Game Worldwide.

Headed your way on Sega[®] Genesis[®], Super NES, Game Gear[™] and Game Boy. To order, visit your local retailer or call 1-800-245-4525. Or see us at <http://www.ea.com/easports.html>

JAPANESE PREVIEW

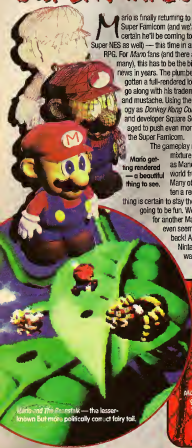
SUPER MARIO RPG

Mario is finally returning to the Super Famicom (and we're certain he'll be coming to Super NES as well)—this time in an RPG. For Mario fans (and there are many), this has to be the biggest news in years. The plumber has gotten a full-rendered look to go along with his trademark overalls and mustache. Using the same technology as *Donkey Kong Country*, Nintendo and developer Square Soft have managed to push even more limits with the Super Famicom.

The gameplay is going to be a mixture of Mario games and *Zelda*, as Mario travels around a vast world from a 3/4 perspective. Many of the old bad guys have gotten a rendering as well, but one thing is certain to stay the same—this game is going to be fun. We've been waiting so long for another Mario game that this doesn't even seem real, but it's true! Mario is back! And from what we've seen, Nintendo is going to make the wait well worth it.

Mario getting rendered—a beautiful thing to see.

Mario travels through lush mario lands, pushing on clouds, and...



Mario and the Beanstalk—the lesser-known but more politically correct fairy tale.

That Was Then, This is Now!

Many fan-fair things get a new look in Super Mario RPG.





"It's the most impressive PlayStation game yet"
Next Generation

"A carnage-filled crunch fest" Die Hard Game Fan

"The most realistic crashes we've ever seen"
Game Players

"This is stock car racing on steroids"
Electronic Gaming Monthly



Destruction



LOVE THY NEIGHBOUR.
WRECK HIS CAR.

derby

17th November



and "PlayStation" are trademarks of Sony Computer Entertainment Inc. "Peyton's" and "Destruction Derby" are trademarks of Playgrove Ltd.

© 1995 Playgrove. 1995 Sony Electronic Publishing Company

CRITICOM™



**Hollywood Animation Standards
Killer CD Sounds
Exotic Cast Of Characters
Fighting To Live For
Gameplay To Die For
Everything else is for mere mortals.**



PlayStation

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. This software is compatible with PlayStation game consoles with the PSX EAX Adaptor. CRITICOM™ CRITICOM™ Game Play and Characters are trademarks of and © 1995 Access Digital Entertainment, Inc. All rights reserved. Distributed by VIC TOKAI INC.

ACCESS
DIGITAL ENTERTAINMENT INC.



VIC TOKAI INC.

32940 Indus Ave., Torrance, CA 90501
Tel (310) 326-8888 Fax (310) 326-8306



REVIEWS

Galtz
 Balance Forever
 Cyber Sledge
 D
 Deadlines Encounter
 Dark Legend
 Destruction Derby
 Dose World
 ESPN Extreme
 Light Crusaders
 The Mass
 Mortal Kombat 3
 Novastorm
 BT World Interceptor
 Panzer General
 Secret of Evermore
 The Skeeby Bee Adventure
 Speedy Gonzales in Las Vegas Sándicos
 Street Fighter: The Movie
 Ultra Strike
 Virtua Fighter Remix
 Virtua Fighter 32X
 Wipeout
 Zorro
 3-D Lennings

If we had five bucks for every game we've reviewed in this issue, we'd definitely have something to be thankful for. And we wouldn't have to wrap our feet in old cardboard to keep warm... we could afford new cardboard!

THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

INFO

If Thanksgiving turkeys had more of this stuff, they probably wouldn't be losing their heads at the time! Now you won't, either!

REVIEWER

With this guy's appetite, if the turkeys didn't lose their heads on Thanksgiving, some other species would... weasels, maybe!

OPINION

However, it is our opinion that we'd really much rather have turkey than weasel... so you can trust our opinions!

The Rocker Science:

Each category of our scoring process is given a "weight" — the higher this weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 10, which is the total of all the weights combined! The resulting number is multiplied by 10 to convert the final score to the percent.

Graphics:

Weighted by a factor of five.

Music & Sound FX:

Weighted by a factor of one.

Innovation:

Weighted by a factor of one.

Gameplay:

Weighted by a factor of eight.

Replay Value:

Weighted by a factor of 10.

SCORE

100% Flawless
60% Good

90% Excellent
50% So-So

75% Very Good
30% Total Crap!!!

But if all we can score on Thanksgiving is weasel, then shut up and pass me a leg, OK?

Street Fighter: THE MOVIE

You Should Be In Pictures

When Rick O'Connell (Steven Seagal) is kidnapped by a group of thugs, he is rescued by a group of martial artists. He then joins them and becomes a member of the team. The movie is a fun, action-packed adventure that is worth watching. It's a good example of a movie that is both entertaining and educational.

GRAPHICS

7

The graphics are excellent, with a lot of detail and a high level of realism. The characters are well-designed and the action is fast-paced and exciting.

MUSIC & SOUND FX

7

The music is great, with a lot of energy and a strong sense of rhythm. The sound effects are also excellent, adding to the overall excitement of the movie.

INNOVATION

5

The movie is a good example of a movie that is both entertaining and educational. It's a good example of a movie that is worth watching.

GAMEPLAY

7

The gameplay is excellent, with a lot of detail and a high level of realism. The characters are well-designed and the action is fast-paced and exciting.

69% OVERALL GP RATING

PLAYSTATION

GENRE / racing
PLAYERS / 1 or 2 with multi-link
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Psygnosis
DEVELOPER / Psygnosis
AVAILABLE / now
PRICE / \$39.95



WIPEOUT



We thought Mike Salmon was kidding when he said he would play this game until he died. That was five days ago. He's still breathing, but the stench is getting really bad!

This is the single best racing game for the home that I have ever played, period! It's not just the awe-inspiring graphics or even the pulsing soundtrack that makes this game great. It's not even the seven amazing tracks, the eight different vehicles, the astounding jumps, and the staggering competition. What makes *Wipeout* such a prodigious game is the combination of every element into one very smooth game.

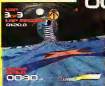
Wipeout is set in the future where you are able to control a futuristic hover-craft and frantically race against seven others. All along the course there are X's where you can pick up a weapon or turbo boost to use in the race. There are mines which can be left behind for your

THE TRACKS

More variation than Lollapalooza

Altima VII

Big jumps and giant hills are the signature of this track.



get the same weapons and they know just how to use them. The weapons system has been done to perfection, so that most of the game is racing, but an occasional blast can be the difference between first and second.

Also spread along each track are turbo and double turbo boosts that must be mastered in order to win. You have to take each corner in precisely the right way to catch the turbo boosts in order to keep your speed high. You also have to concern yourself with hills and jumps, using the angle of the craft to take each one at maximum speed. What this makes for is some of the deepest strategy and fastest action ever found in a racing game.

But Psygnosis didn't stop there. It threw in a Championship Mode that gives you a

persuers, and rockets and guided missiles which stall the craft in front of you. The shockwave knocks out the other craft's steering, giving you a chance to pass. The super turbo boost sends your craft throting along at unbelievable speeds. Unfortunately for you, all of the competitors



Karbonis V

Rolling hills are the backdrop for this curvy but relatively flat track.



Terramax

A couple of super jumps make this track a bit interesting.



Hordeplay

The pretest track of the lot features some ultra cool tunnels and some tricky turns.



chance to beat each track twice against two different classes of racers. The Championship Mode adds replay value to the game, which both *Daytona* and *Ridge Racer* neglected. Wait, there's more! If you have a friend who owns a PlayStation and *Wipeout*, you can link two PlayStations together and have your own arcade link-up!

From start to finish, *Wipeout* is a complete joy. The only problem with this game is that you'll play it so much and so intensely that you may never blink again! I know I don't. **GP**

Arripes IV

This track set in the desert features some big jumps and a couple of splits.



Silverstream

This ice track is easily the toughest, with deadly sharp turns and loads of hills.



A SECOND OPINION

If *Wipeout* is so darn good, then why is it I'm not playing it right now? OK, the truth is that I'm waiting in line to play it, and just as soon as I finish playing, I'll probably get back in line to play again. This game alone is reason enough to buy a PlayStation. If you don't agree, then there is every possibility that your insanity is scientifically documentable and you should seek immediate psychiatric help. I certainly hope that I've made my point. This game is awesome on every level (including the "hey Mom, I told you it was worth \$60 level. Get it?" — Patrick)



THEY'RE OFF

Racing like you've never experienced.



The in-craft view gives you the best feeling of speed and a good view as you shoot down the competition.

The behind view is the best way to keep your craft hitting all the turbs.



A choice of eight different crafts adds to the variety that makes *Wipeout* so great.

GAMEPLAY

REPLAY VALUE

9

- Incredibly tough tracks and opponents make it tough to win both leagues.
- Link-up feature is incredible, but you need two of everything.

INNOVATION

10

- Incredible speed, timely battle, and strategy make this the best racing game.
- Jumps, turbo boosts, mines, rockets—I could go on and on.

- The totally unique sled design and link-up feature are sweet.
- Design Republic's logo work gives the game a total futuristic feel.

MUSIC & SOUND FX

9

- Original raw sound-track is perfect for this futuristic racing game.
- Every sound effect needed is there and done to near-perfection.

GRAPHICS

10

- Everything from the ships to the tracks to tunnels is awe-inspiring.
- The small amount of draw-in is hardly noticeable at all.

96%
OVERALL GP RATING

IN TODAY'S WAR BE
IT APPEARS ONE SIDE HAS



POWERED BY
namco



Tekken. More brutality for your buck.



You're looking at the latest racing game @ history: Ridge Racer.

In-Air Combat, you're a mercenary on a mission. Make that 17 missions.

TWEEN 32-BIT SYSTEMS,
GAINED AN UNFAIR ADVANTAGE.

FUNNY, WE THOUGHT
WE WERE JUST MAKING GAMES.



If a system is only as good as the games you play on it, we hope you got the PlayStation. Because according to critics, these are three of the best games out there, regardless of the hardware. To find out more, grab us on the web at <http://www.namco.com>. Better yet, grab a box.

Copyright © 1997 Namco Ltd. All rights reserved. Tekken™ is a trademark of Namco Ltd. Ridge Racer™ is a trademark of Namco Ltd. PlayStation™ is a trademark of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners.



SUPER NES

GENRE / action
 PLATFORM / 1-UP
 SIZE / 16 MB
 RELEASED / 1992
 PUBLISHER / THQ
 DEVELOPER / Black Pearl
 AVAILABLE / now
 PRICE / \$69.99



Everyone wanted to review this game, but when Patrick Baggatta pulled 500 machine guns out of his back pocket, we all agreed—it was his baby!

You saw the movie and suffered through the merchandising but now, as a kind of reward, you actually get to play a good video game. That's right, we know you're wary of movie-licensed titles and well you should be, but this one actually manages to break some important boundaries. Perhaps the most important step taken with *The Mask* is that it's not a traditional side-scrolling action game. That's not to say that there aren't some traditional elements here, but for the most part this one is pretty original.

The success of *The Mask* begins with the excellent graphics, sound and gameplay. The strength of these elements put this game in a select group even if there is nothing exceptional about the game's concept. From there, however, the developers have actually managed to add a certain flare with features such as a variety of special attacks, genuinely funny characters and plenty of hidden stuff to stumble across. I mean, uncover with your vast intellect.

The point is, this game isn't the messiah of video games, but it may be just enough fun to keep yourself entertained until the next Jerry Lewis, uh, I mean Jim Carrey, movie. **GP**



The infamous fan of guns is the ultimate attack.

GRAPHICS

- 9
- The animation is really excellent.
 - The cartoony graphics create a nice feel.

8

MUSIC & SOUND FX

- The background music matches the game play.
- The sound effects are very solid.

7

INNOVATION

- There are some inventive little twists hidden here and there.
- There are some familiar elements, however.

9

GAMEPLAY

- The controls are dead-on accurate.
- The game speed ranges from just right to lightning fast.

7

REPLAY VALUE

- The levels are big, with lots to explore.
- The mazes can be frustrating, at times.

THE MASK

IS THAT A Mallet IN YOUR POCKET?

One of the best features of *The Mask* is the variety of weapons held within that big yellow overcoat.



The tomahawk attack is useful for a quick getaway or catching someone in a corner.

The mallet is the only way to bust through the weak spots in the floor or take out those pesky docks.

The boxing gloves are pretty much the old stand-by.



The maze-like set up of each level is just challenging enough to be fun.



The animation is ultra-smooth and extremely reminiscent of the movie.



82%
 OVERALL GP RATING

"ONE BALLZY MOVE AND



SUDDENLY I'M SUCKING SIDEWALK."

An Experience from the REAL 3D Zone, Tony 'Two-House', II

ballz The Director's Cut



"OK, I was desperate. On my knees. Beggin' and pleadin' for mercy. Hey, I'm no mess, but that rearendthal Krunk is tee-ing off on my skull. But now I gear it up and bust into my aerial attack and super-cool morph moves. Next up, Boomer. But now this clown is doin' the gravelin'. This is arena combat. Rude, nasty and in-your-face. And this director's cut left nothin' out. You got it all. I'm outta here. Peace." ■



Panasonic
Software Company

SATURN

GENRE / racing
 GRAPHICS / 3-D
 SIZE / 1 CD
 SAVE FEATURE / memory cartridge
 HIGHLIGHT / 3-D
 DEVELOPER / Invision
 AVAILABLE / now
 PRICE - \$49.99



At first they all thought Patrick Baggett looked a little strange, but then they realized he just had a mild touch of late draw-in.

Combine hovercrafts, brutally-twisting tracks and, of course, a little heavy artillery and you have a good working picture of *Cyber Speedway*. This is the next logical step in racing games. No more are we to be concerned with conventional tires and tracks made of asphalt. Now, we race on a cushion of air in a world made of ice, blasting our fellow racers with missiles.

A game as inventive as this is always in danger of substituting flashy gimmicks for quality game design, but fortunately this one comes

through pretty well. That's not to say that there aren't some great little gimmicks to get your attention, but these aren't the elements that keep you coming back to play. What keeps you coming back is the variety offered in 11 available tracks, a qualifying circuit mode, time trials and vicious computer competition. *Cyber Speedway* also offers a split-screen, two-player mode and though the split-screen option is never as good as a separate monitor link-up, it's handled well.

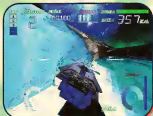
There are some slight problems with late draw-in, but it's mostly confined to background graphics. In comparison with *Daytona USA*, the

problem is almost non-existent. The only other notable problem is that, in the 'free run' mode, your competition is limited to only one other hovercraft.

Overall, *Cyber Speedway* is a tough, but rewarding futuristic racing game. This one is pretty close to a must-have for all Saturn racing fans. **GP**

The Worlds

Each world offers its own brand of racing madness, with unique pitfalls and challenges.



The icy tracks of Glaciers create a new sense of freedom for riding the ice-coated walls.



Part of the motivation behind designing the original hovercraft was for water travel, which comes in handy on Terra.

Slowing down an opponent with a missile is often the best remedy for a close race.

The chances of cruising by an opponent without any contact is almost impossible.



The two-player mode is good for the competition factor, but the smaller screen is a definite hindrance in controlling your craft.



7

GRAPHICS

- Each world has a very distinct look.
- There are some slight draw-in problems.

5

MUSIC & SOUND FX

- The smooth hum of the hovercraft is nice.
- Some of the sound effects are quite grating.

8

INNOVATION

- The addition of missiles and hilly landscapes are all nice.
- Let's face it—it's still just a racing game.

9

GAMEPLAY

8

REPLAY VALUE

- There's a good bit of variety in the tracks.
- The computer competition is very fierce.

82%
OVERALL GP RATING

O N E S
A R E
O E A O."

D

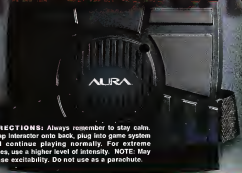


"Laura's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eonish away from her face. The lifeless ring this place aren't giving any answers. Graphics and terrifying I got my back to the wall and the doors propped deep tonight. See you on the other side."



Panasonic
Software Company

IN CASE OF EMERG



DIRECTIONS: Always remember to stay calm. Strap interactor onto back, plug into game system and continue playing normally. For extreme cases, use a higher level of intensity. **NOTE:** May cause excitability. Do not use as a parachute.

EMERGENCY BREAK GLASS



The way it lets you feel all the action, the interactor might just save you from a life of video game boredom.

AURA
INTERACTOR

GENESIS

GENRE / adventure

PLAYERS / 1-2

SIZE / 16 MB

SAVE FEATURE / battery backup

PUBLISHER / Arcclaim

DEVELOPER / S-mall

AVAILABLE / now

PRICE / \$50-60



His propensity for pizza, fear of just about everything, and straggly facial hair make **Mike Salmon** a dead-ringer for Shaggy. Actually, we never have seen them together...



Reading the text is funny, but a digitized Scooby voice would make all the difference.

Pick the right door, or Scooby and Shaggy go on a classic ghost chase.



SATURN

GENRE / fighting

PLAYERS / 1-2

SIZE / 1 CD

SAVE FEATURE / RAM disk

PUBLISHER / Sega

DEVELOPER / AM2

AVAILABLE / now

PRICE / \$50-60



He used to be Grand Mixer **Mike Mike**, but for **Mike Salmon**, the mixing of violence and career may never end.

A quick comparison of VF vs. VF Remix is really shocking. It looks like a comparison between 16-bit and 32-bit systems.

SCOOBY DOO
MYSTERY

Ruh Roh Raggy! That's right—Scooby, Shaggy, Thelma and the whole gang are now part of a graphic adventure!

The look of the TV show is captured wonderfully, from Shaggy's walk to Scooby's dialogue.

However, watching the cartoon is a much more exciting way to enjoy these elements. What Scooby suffers from is a slow interface that has no place on a gaming console. It takes forever to choose Talk, Look, Use, etc. and then click on the proper item which ultimately makes you not want to play. The idea is a good one,

and one or two mysteries with the hapless Shaggy and Scooby, but the application of the idea was done in an unimpressive old format.

Shaggy's walk is worth the price of the game, almost.

If you have the patience to wade through the slow interface, there are puzzle elements, humor, and surprise endings that reward you, but the amount of reward you get isn't worth the amount of pain this game causes. **GP**

VIRTUA
FIGHTER
REMIK

Could this be the same Sega Saturn that hosted the original *Virtua Fighter*, with its ginchy and blocky polygon graphics? You wouldn't believe it at first sight, but we checked, and it's the same Saturn.

The redone characters are on par with the amazing arcade game VF2, and more importantly are the same quality as the characters in the PlayStation's *Toshinden* and *Tekken*. The fighting in VF Remix is the same great fighting as the original, but it seems even better with the smooth, solid characters. This is easily one of the best fighting games available for any system, and it's free if you just register your Saturn.

VF Remix establishes the Saturn's ability to make smooth

polygon characters, which is something we hadn't really seen until just now. **GP**



- 7 GRAPHICS
- 5 MUSIC & SOUND
- 7 INNOVATION
- 6 GAMEPLAY
- 6 REPLAY VALUE

OVERALL **61%**

- 10 GRAPHICS
- 10 MUSIC & SOUND
- 6 INNOVATION
- 10 GAMEPLAY
- 9 REPLAY VALUE

OVERALL **94%**

SHINOBI

LEGIONS™

BLOOD IS THICKER THAN WATER.

Sho & twin brother Kazuma don't think so.

Kazuma's got a vendetta against him, and has made arrangements with several mercenaries to wipe him off the face of this earth. A bit bitter you say...

Obviously someone wasn't treated right when they were growing up.

Sometimes you just can't depend on family.



VIC TOKAI INC.

22904 Louikness Ave., Torrance, CA 90501

SHINOBI LEGIONS is a trademark of © Sega Enterprises, Ltd. 1995
Distributed by VIC TOKAI INC. For more information call (714) 708-3888.



The official word is your assurance that this product meets the highest quality standards of SEGA™.

Play games and accessories that will stand up to more than they are compatible with the Sega Saturn™ System.



SEGA SATURN

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.
All rights reserved.

For more information on the ESRB rating and legal disclaimer contact the Entertainment Software Rating Board at (800) 771-8590.



**NO MATTER HOW MUCH SOAP YOU USE
YOU'LL NEVER GET IT OUT OF YOUR BLOOD.**



EA GAMES, and the EA GAMES logo are trademarks of and "It's in the game, it's in the gear" is a registered trademark of Electronic Arts. NFL, team names, logos, helmet designs and uniform designs are registered

This is it. Football's ultimate judge.



The biggest. Baddest. Toughest game ever. Down and dirty. The way John likes it.

Trademarks of the team indicated. The NFL shield logo is a registered trademark of the National Football League. TM/©1995 NFLP. Officially licensed product of NFL Players. ©1995 Players Inc.

GAME PLAYERS, KMART & WILLIAMS ENTERTAINMENT

present the

MK & DOOM SWEEPSTAKES

We at *GAME PLAYERS* like to think that we know our readers pretty well. (That's why we don't sleep very well at night.) You eat, sleep, and breathe videogames. You're the type of player that's always looking for a bigger and better thrill, and you don't care what it takes to get it, but the fact is that chasing a porcupine down a busy freeway while blindfolded is getting kinda old. Basically, you'd sell your grandmother for an MK3 arcade machine.

That's why we've put together our biggest contest ever — so big, in fact, that it took a big company

like KMART to make it happen. Just imagine winning your very own MORTAL KOMBAT® 3 ARCADE MACHINE!!! All you have to do is get down to KMART and register to win. It's that easy.

Just think — a huge MK3 coin-op sitting right in your own living room. Master all of the fatalities BEFORE going to the arcade, then



And even if you don't snag the Grand Prize, you can still end up with tons of cool items, like a personal computer and MK3 stuff! So hurry to your local KMART today for

your chance to win, before your buddy next door wins it all and makes you pay five bucks a game! Don't miss out!



impress all those fools who actually pay to play. You can even set the machine up to charge as much as you want per play, then invite over your neighborhood pals and take 'em to the cleaners!

There is little that matches the excitement of being able to bring the first-class arcade action into the home! This is proven by the massive success of the home versions of *Mortal Kombat® 3* and *Mortal Kombat® II*. Williams' reputation of quality alone should be enough to carry *Mortal Kombat® 3* and its newest venture — the enormously successful PC game, *DOOM™* — to the same level of success, but the sheer strength of the games themselves might be enough to take them over the top. Home versions of

Doom™ are available in stores now, and *Mortal Kombat® 3* home versions will be available in stores October 13th!

Not content with giving you guys the chance to win your very own arcade machine, this month we really thought we'd be generous to the point of stupidity. We're giving you \$5 off the home versions of *Mortal Kombat® 3* and *DOOM™*! So get in gear and get down to KMART! This is too good to be true!

DOOM™ is a trademark of id Software. Copyright © 1993 id Software, Inc. All rights reserved. All characters, weapons, scenarios and other elements depicted in DOOM™ are the property of id Software, Inc. Distributed under license by Williams® Entertainment, Inc. Mortal Kombat® 3™ and © 1995 Midway Manufacturing Company. All rights reserved. Developed by Williams® Entertainment Inc.

Grand Prize:

Mortal Kombat® 3 Arcade Game

1st Prize:

A Personal Computer and
GT Interactive Software

2nd Prize:

DOOM™ Leather Jacket

Plus hundreds of
Runner-up Prizes:

- 50 Tiger MK3 Electronic Hand Held Games
- 50 Brady Strategy Guides
- 75 DOOM™ T-Shirts
- 125 MK3 Watches
- 125 MK3 Game Gloves
- 150 MK3 Pins



GAME PLAYERS/KMART SWEETSTAKES Official Rules

1. To enter, obtain an official entry form while supplies last at a participating KMART/GAME PLAYERS display between October 1, 1995 and October 31, 1995. Legibly complete the entry form or a 3" x 5" index card with your name, address and home telephone number, and mail to GAME PLAYERS/KMART Sweetstakes, P.O. Box 20990, Dept. 5005, Phoenix, AZ 85072-2090 postmarked no later than October 31, 1995. No purchase necessary. Entry is open to legal residents of the United States only. Void where prohibited. No mechanical reproductions or facsimiles accepted. The Sponsor is not responsible for lost, late, mislabeled, illegible, incomplete or misdirected entries, which will be disqualified.

2. Eligibility: Sweetstakes open to U.S. residents 18 years of age and older, except employees and their immediate family members of Ingame Publishing, Inc., KMART, their affiliates, subsidiaries, sales representatives, distributors, advertising agencies, promotional agencies and printers. Sweepstakes void where prohibited.

3. Drawing: Winners will be selected via random drawing from all eligible entries on or about November 30, 1995, by Continental Prizes Group, Inc., an independent judging organization whose decisions are final in all matters relating to this sweepstakes. Winners will be notified by mail by December 15, 1995. Grand Prize, First Prize, and Second Prize winners will be required to sign and return an affidavit of eligibility and a liability/publicity release within 14 days of notification or prize will be forfeited. In the event of a non-compliance, an alternate winner will be selected.

4. Prizes and odds of winning: One Grand Prize: Mortal Kombat® 3 Arcade Game (Appropriate retail value \$1,400.00). One First Prize: A personal computer and software from GT Interactive (Appropriate retail value \$2,000.00). One Second Prize: DOOM™ leather jacket (Appropriate retail value \$50.00). Fifty Three Prizes: Tiger MK3 Electronic Hand Held Game (Appropriate retail value \$15.00 each). Fifty Four Prizes: Brady Strategy Guides (Appropriate retail value \$10.00 each). Seventy-five Prizes: DOOM™ T-Shirts (Appropriate retail value \$10.00 each). One Hundred Twenty-five Prizes: MK3 Watches (Appropriate retail value \$10.00 each). One Hundred Fifty Prizes: MK3 Pins (Appropriate retail value \$2.00 each). Odds of winning are based on the number of eligible entries received. Total appropriate retail value for all prizes: \$11,700.00. All prizes are non-transferable. No prize substitution is permitted except at Sponsor's sole discretion. Winners are solely responsible for all taxes and all other expenses not specified.

5. General: By entering, participants release, Sponsor's sole and liability with respect to use of the prizes awarded herein, to be bound by these rules, and consent to the use of their name and likeness for advertising and promotional purposes without additional compensation, except where prohibited by law. Sweepstakes void where prohibited by law and subject to all federal, state and local laws and regulations.

6. List of Winners: For the names of winners, send a self-addressed stamped envelope to GAME PLAYERS/KMART Sweetstakes Winners List, P.O. Box 20912, Dept. 5005, Phoenix, AZ 85072-2092, no later than November 30, 1995.

7. Sponsor: Ingame Publishing, Inc., 1268 Old Boulder Highway, Suite 210, Bunkleburg, Georgia, 30410
MK3: P.O. Box 9109, Big Beaver Road, Troy, Michigan, 48064

Enter to win
your very
own MK3
arcade
game!



For your chance to win, fill out the entry form at the **GAME PLAYERS** display and mail it to the address indicated. Entries must be postmarked no later than October 31st, 1995.



KMART has over 2,150 retail outlets which means that you'd have to be living on a yogurt collective in the Ukraine for there not to be one near you. For all your video game needs at the best price, you'd have to be a moron not to go to KMART.



\$5 REBATE

on Mortal Kombat® 3 or DOOM™

To receive your \$5.00 rebate from Williams:

1. Buy one MK3 SHES or GameBoy, or one DOOM SHES cartridge at KMART.

2. Mail to:

• completed original rebate certificate
• Sales receipt from KMART dated Oct. 1-31, 1995
• UPC bar code from the package

Mail to:

WILLIAMS DOOM Rebat
P.O. Box 92961, Dept. 6291
Phoenix, AZ 85072-2961

Name _____

Address _____

City _____

State _____ Zip _____

Age _____ Male _____ Female _____

Purchase must be made between 10-1-95 and 10-31-95.

Offer applies to Super MK3 & GameBoy only.

Rebate request must be postmarked by 11/30/95.

PLAYSTATION



GENRE / Fighting
PLAYSTATION
SIZE / 1 CD
SAVE FEATURES / none
PUBLISHER / Sony CE
DEVELOPER / Williams/Sony
AVAILABLE / now
PRICE / \$55-65

KANG
FATALITY

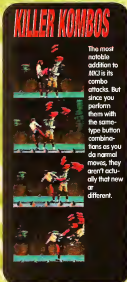
Mortal



Kano is back. Sonya is back. And, yes, *Chris Slate* is back as well. And everyone on Earth has lost their soul. Coincidence, or... something more?



'Choose Your Destiny' — a handy new difficulty option that makes playing through the one-player game much more appealing.



The most notable addition to MK3 is its combo attacks. But since you perform them with the same-type button combinations as you do normal moves, they aren't actually that new or different.



Why is it that characters that do make it from sequel to sequel never really get anything new?



The 'Code Box' is a really good idea. It may take awhile to uncover all the hidden stuff, but at least you've got a set formula to work with.



When *Mortal Kombat 3* plowed its way into arcades across the country earlier this year, players everywhere... rejoiced? That's the scenario that many would have imagined, and for the most part, that's just what happened. But for the first time since the original MK carved out its spot as the premier fighting game of choice in the U.S., the series has shown signs of decline. Players just don't seem as excited as they should be. Why?

For the most part, the new character designs are really great. But that goofy-ass Stryker... ugh. And if he's got an UZI, why the hell does he wait until AFTER the fight to use it? For starters, it's more-or-less the exact same game as the first two. Punch, blood; kick, more blood. Midway did add a new combo system, a new 'mystery box' code feature, a 'Rut' button, and the usual new assortment of characters, backgrounds, and sub-plots. But when you're in the heat of battle, none of these additions matter. You could just as easily be playing either of the first two MKs.

I've never felt that the actual fighting in MK was anything to write home about, either. Take away the game's hooks — the gore, the characters and wild settings — and all you've got left is a so-so 2-D brawler. The characters in MK games are notorious for being way off-balanced, and the bosses are near impossible to beat (until you find a cheap 'glitch' in their AI). Any excitement that you might have mustered up for playing the one-player mode is quickly crushed by the frustration of near-impossible computer opponents. Proof: what other coin-op game goes through so many damn revisions after its release?

On the up side, the PlayStation version of MK3 is ARCADE PERFECT. There's no difference in the graphics, sound, or anything. It's just like having a coin-op in your living room.

Kombat loyalists will love the chance to memorize more *Fatality* codes, and even a scurpuss like me can't help but get all tingly when a game of this magnitude finally comes home. So I'll play it, love it one minute, then hate it the next, and then play it some more until the novelty of the new characters wears off and I've seen all the finishing moves. But unless some dramatic changes are made to the basic MK formula, I won't care if there's never an MK4. GP



MK3 puts a new twist on the storyline with robot ninjas, which is actually kind of a neat idea.



Some of the new attacks are gutting mad... not more bizarre... 'nuff said.



Is this MKIV or 3P in the heat of battle, it's anyone's guess.

Kombat 3



FINISH HIM... AGAIN!

You've already bested your opponent in combat — now mutilate him while he's defenseless!

Fatalities are always a crowd-pleaser. Some of the new ones are pretty weak, though.



All Fatalities will once again give you the chance to send opponents to a spiky death.



And Animalities have been included by popular demand (and no, they STILL aren't in MKIII).

INNOVATION

7

- You'll want to play just to find all the hidden stuff.
- Take away the real cool premise and all you've got is an average fighting game.

REPLAY VALUE

8

- The intense two-player mode has always been MK's strength.
- Your interest will last as long as it takes to uncover all the hidden stuff.



Bonafides are also back...why? They were funny the first time, but now they're just plain silly.

A SECOND OPINION

Writer: Mortal Kombat? It's a bigger fan of the MK series than I am is — I think MK2 is easily one of the best 2-D fighting games ever made, pure or no pure — but I was disappointed with MK3. The play mechanics are nearly the same as MK2. In fact, other than the Run button, I believe it even uses the same engine, so the only difference is in the new characters and stage grounds, and most of the new characters are pretty lame. Still, an arcade port disk is a wonder to behold, and I will hold me until MK4 — assuming it's worth the wait. — Jeff



SHOKE WINS FRIENDSHIP



Friendships remind us that goofy humor naturally goes hand-in-hand with murderous mayhem.

GRAPHICS

10

MUSIC & SOUND FX

9

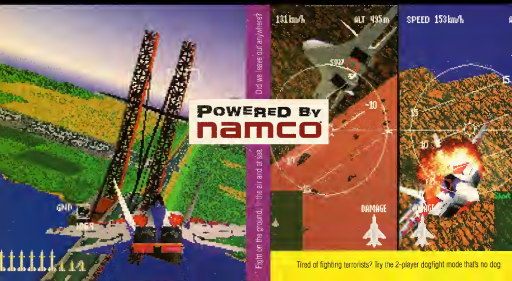
- Again, just like the arcade version!
- I say the soundtrack could've still sounded more evil.

6

- Loads of new stuff...
- ...but none of it really matters in a fight. No real advancements over MK2.

77%
OVERALL GP RATING

SOURCES WITHIN THE PENTAGON CONFLICT WILL OCCUR SOME



PREDICT THE ULTIMATE AERIAL WHERE OVER THE MIDDLE EAST.

WE SEE IT HAPPENING MUCH CLOSER TO HOME.

Obviously, the Defense Department isn't familiar with Air Combat. The world's first fighter pilot simulator for the PlayStation™ that transforms you into a mercenary on a mission to recapture a world sieged by terrorists. Build your own air



force, buying and selling 13 different types of fighter jets. Increase your chances of victory, not to mention survival, by hiring extra wingmen. They depart on any of 17 deadly missions, all without going anywhere near the Middle East.

©1995 Electronic Arts. All rights reserved. To find out more about Air Combat, visit us on the web at <http://www.ea.com>. EA, Electronic Arts, and the EA logo are trademarks and/or registered trademarks of Electronic Arts Inc. in the U.S. and other countries. EA GAMES is a trademark of Electronic Arts Inc. EA GAMES logo is a trademark of Electronic Arts Inc. EA GAMES logo is a trademark of Electronic Arts Inc. EA GAMES logo is a trademark of Electronic Arts Inc.



32X

GENRE / Fighting
LAYERS / Two 2
SIZE / 32 MEGA
SAVE FEATURE / None
PUBLISHER / Sega
DEVELOPER / Sega of Japan
AVAILABLE / now
PRICE / \$69.99



For Roger Burchill, playing this game was a lot like his love life — punch, punch, block, kick and a knee to the groin!



Sure she's a little blocky. But when it comes to women, I can't afford to be too picky!



Optional camera angles put a new spin on the action.

7

GRAPHICS

- The 32X system comes off age.
- Not quite as smooth as the Saturn VF.

8

MUSIC & SOUND FX

- Pumping effects and music let you feel the pain.
- Saturn version sounds about 250 bucks better.

7

INNOVATION

- When it's done right, there's not a whole lot of need for change.
- But it's been the same for quite a while now.

9

GAMEPLAY

9

REPLAY VALUE

- All the moves, all the fun — it's all here.
- Is it just me or does it really play better than the Saturn version?

- Human or AI, there's nothing like bashing in a few polygons.
- Expanded options lets you create new challenges.

86%
OVERALL GP RATING



VIRTUA FIGHTER

There was a time when the term "32X owner" was synonymous with "rucker." But with the release of *Virtua Fighter* for the 32X, those ill-matched individuals can finally quit avoiding their family and friends.

Somehow, the wizards at Sega have managed to produce a true 32-bit game for a system that once appeared to have no computing power at all. Sure, the sound and graphics aren't up to par with the Saturn version of VF, but it is close enough. Most importantly, gameplay has transferred beautifully. Those 32X owners have no need to be envious of their Saturn counterparts when it comes to *Virtua Fighter*.

Perhaps the most exciting aspect of this game is the ability to shape new challenges by using modes and options that weren't in the Saturn version. In addition to the standard one- and two-player modes, there are ranking and tournament modes. Coupled with options like adjustable ring size, these modes require you to reevaluate strategies.

Someone actually added more fun to a game instead of knocking out a reread. Which is why *Virtua Fighter 32X* actually nudges past the Saturn version in my book. —GP



The 24-meter ring gives you room to breathe.



...but the four-meter ring takes your breath away.

Ranking mode allows no cheating. Smash until you're smashed and see how you rank. (I was on a deadline. I swear!)

VIRTUA FIGHTER OFFICIAL RANKING MODE

KAGE

Don't worry if you have been smothered by this!

6th Level

For the full *Virtua Fighter* Ranking Mode.

Keep playing — if you can't get the class, try a Bonus for comparison.



Tournament mode allows you to make a *Virtua* fashion statement.

GAME GEAR

PHANTOM

2040

Time is running out for The Phantom...

And if you let the evil
forces of Maximum, Inc.
have their way,
it's lights out for Metropolis.

- BLAST AWAY YOUR ENEMIES** WITH 14 WEAPONS AND 5 ITEMS.
- CONTROL TWO WEAPONS AT A TIME** FOR OVER 100 WEAPON COMBINATIONS.
- DISCOVER TWENTY DIFFERENT ENDINGS.**
- EXPLORE 60 FAST-PACED ACTION LEVELS.**



Sergio Garza



Sega Genesis



Journal of Management Education 34(5)



Page 40

For more information on Phantom 2040 Video Games
call 1-800-469-2539

ALSO AVAILABLE ON VIDEOCASSETTE
WHEREVER VIDEOS ARE SOLD

VIACOM
NETWORKS

KIDS TO ADULTS
WILL APPRECIATE YOUNG
ADULTHOOD IN THE JUNGLE
 (1997) 100 mins. PG-13



What's Your Dream Play?

Name:

Dennis Hartin

Age:

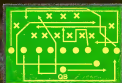
Forty

Favorite Football Position:

Coach

Dream Play:

A Perfect World



Ever scream at the TV because your team's coach called a stupid play? Ever been frustrated because your team wasn't executing plays correctly? Well, let's see if you can do any better! In Emmitt Smith Football™, not only can you call your own plays, you can create them! With the easy to use "Play Editor," your dream plays can be designed and practiced against the computer. Once you've mastered that ultimate "QB RIPPER," save it on the cartridge and use it to annihilate your unsuspecting friends! Wouldn't that be a dream come true?



KIDS TO ADULTS



SUPER NINTENDO
ENTERTAINMENT SYSTEM



EMMITT SMITH FOOTBALL™ is a trademark of Emmit Inc. © by Emmit Inc. All Rights Reserved. ©1995 JVC Musical Industries Inc. Produced by NCM Entertainment Inc. Ohio Lovell Design Sound Drive ©1994 The Blomsters, Super Nintendo Entertainment System and the official apple are registered trademarks of Nintendo of America Inc.

3DO

obsessive puzzle / GENIC
1 / PLAYERS
4 CDs / SIZE
automatic / SAVE FEATURE
Renaissance / PUBLISHER
Mechanica / DEVELOPER
now / AVAILABLE
\$59.99 / PRICE

DAEDULUS ENCOUNTER

Lost in space
with Tia Carrera?
Jeff Lundrigan snapped this one up
so fast he created a sonic boom
that deafened half of the staff!



The game is about
what you'd expect
for an FMV title—
lots and lots of
sitting there,
watching
stuff happen.

How 'bout, I gotta admit, I actually
enjoyed the video. What was the
last time you saw rendered stuff
that looked this good?



spacecraft while
combining the galaxy
for salvage. Worse,
the alien ship is infested with nasty cannibalous
things that look like a cross between the Alien face
hugger and a flying corkscrew.

You spend a lot of time just watching what
happens, but at least here the live actors have been
seamlessly blended with some of the coolest look-
ing rendered scenery I've seen. The acting isn't
bad, and while the script is completely derivative,
the story keeps moving. The 'interactive' parts are
mostly a series of obscure logic puzzles, which

range from laughably easy to complete stumblers.
While there is the odd action sequence thrown in, if
you ain't a big puzzle fan, you might as well just
pass this game up 'cuz puzzles pop up about every
ten minutes.

The gameplay is pretty thin, but at least the
FMV was fun to watch. There are a few hidden
things, so it's not EXACTLY a case of 'play it once
and you've seen it all.' It could have been better,
but it could have been a whole lot worse. **GP**

Most games with FMV are pretty stinky.
You watch video sequences with really
bad actors and cheesy dialog, push a
button every now and then, and if you push the
right button at the right time, you get to watch more
really bad video. *Daedulus Encounter* isn't exactly
an exception to this rule, but at least the video is
extremely well made, and the 'interactive' parts in
between are sort of interesting.

Your brain has been transferred into this
small mechanical probe droid. You and your two
crewmates,

played by
Christian Bocher
and, of course,
Tia Carrera,
accidentally col-
lide with an alien



Here's the 'game' part of the game though—puzzles,
puzzles, puzzles, and with no real consistency to the
difficulty level. Some are pretty clever, but others are
either no-brainers or complete mysteries.
It's all relatively painless—for a game with so little
game, of course.

GRAPHICS

10

- Excellent video quality,
nice design work.
- Oh, OK—Tia Carrera
is cute too.

MUSIC & SOUND FX

9

- The sound is great,
especially in full surround.
- The music is good, but
it's pretty generic outer
space music.

INNOVATION

4

- Some of the puzzles I
haven't seen before.
- Nothing much new
here really.

GAMEPLAY

7

- Not bad if you like puzzles
and enjoy the videos.
- Nothing else to like if
you don't.

REPLAY VALUE

7

- There are some 'hidden'
things you might miss the
first time.
- It still doesn't take many
tries before you're tired of it.

73%
OVERALL GAME RATING

PLAYSTATION



GENRE / shooter
PLAYERS / 1
SIZE / 2 CDs
SAVE FEATURE / none
PUBLISHER / Psygnosis
DEVELOPER / Psygnosis
AVAILABLE / now
PRICE / \$59.99



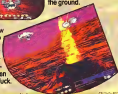
With little to go on other than foggy memories of what a shooter was like, Jeff Lundrigan plunged into this game and came out screaming insanely.

Everything in this game, from the intro sequence to the back-grounds, are pre-rendered sprites. This makes it look OK, but don't be fooled by the pictures on the box.



Notice how your ship is floating in the middle of the screen, with no altitude indicator or shadow to tell you how close you are to the ground.

Pop quiz: just how close are you to these big lava spouts? No idea? Well, you won't have a much better idea when you're playing. Yuck.



- 9 GRAPHICS
- 10 MUSIC & SOUND
- 3 INNOVATION
- 4 GAMEPLAY
- 3 REPLAY VALUE

OVERALL **45%**

PLAYSTATION review

PLAYSTATION



GENRE / Puzzle
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Psygnosis
DEVELOPER / Psygnosis
AVAILABLE / now
PRICE / \$55-65



While we like it when Patrick Baggatta gets into his work, it's getting to be a real bummer dragging him out of the ocean every three or four weeks.

The 3-D structures are nicely conceived and the puzzle aspect is every bit as clever as the original.



Save the Lemmings or face the consequences.



The rotating camera angles give the set a true 3-D feel.



The lemming's eye view is more fun than practical.

- 8 GRAPHICS
- 10 MUSIC & SOUND
- 8 INNOVATION
- 6 GAMEPLAY
- 8 REPLAY VALUE

OVERALL **72%**



EXPLODING NOW ON SUPER NES!

MECHWARRIOR® 3050

FUTURISTIC BATTLEMECH WARFARE



UNLEASH NINE DEVASTATING WEAPONS SYSTEMS TO OBLITERATE ENEMY RESISTANCE!
BATTLE THE GROUND DEFENSES OF THE INNER SPHERE ON FIVE DIFFERENT PLANETS!



heat up the highway and win @ <http://www.activision.com>

ACTIVISION

MechWarrior, BattleTech, BattleMech and Mech are registered trademarks of FASA CORPORATION
Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. Activision is a registered trademark of Activision, Inc. All rights reserved.

JAGUAR

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 32 MBits
SAVE FEATURE / none
PUBLISHER / Atari
DEVELOPER / Beyond Games
AVAILABLE / now
PRICE / \$69.99



He's really good at getting the blood flowing, especially early in the morning. That's when Patrick Baggatta tries to shave before waking up!

There is no question that *Ultra Vortek*

Vortek (AV), a side-view fighter, borrows heavily from other, more established games such as *Mortal Kombat*. But then again, what 2-D fighters haven't? The question then becomes—did they do a good job in borrowing from these other games? The answer is, for the most part, yes.

Since we've already established that *UV*'s not an original title, it really wouldn't be fair to give it the same kind of credit as *MK* or *Street Fighter*, but since neither of those titles are available for the Jaguar, it might just be worth checking this one out. The graphics, sound and moves are extremely similar to that of the games that inspired it. Outside of a bit of annoying sluggishness, the game performs much in the same way. The only other thing that's missing is a big selection of characters. The seven characters here are nicely varied, but that's simply not much choice.

Ultra Vortek fills the need for a solid Jaguar 2-D fighter. Even though it's rumored that the *MK* series is coming to the Jaguar, it still might not be a bad idea to check this one out. **GP**

7

GRAPHICS

● The 'Dark Powers' that be' are nicely detailed.

○ There is a certain lack of creativity.

DreadLoc is good for getting the blood flowing.

7

MUSIC & SOUND FX

- The heavy guitar lends atmosphere to the game.
- The sound effects are definitely average.

1

INNOVATION

- Every element in the game is 'borrowed'.
- You've played this game before.

6

GAMEPLAY

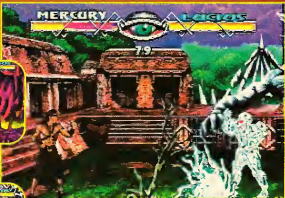
- The controls are very easy to use.
- The action is sluggish.

7

REPLAY VALUE

- Fighting games are always fun against a friend.
- There are not enough characters to choose from.

ULTRA VORTEK



The special moves are surprisingly easy to pull-off.

There are certain elements that just scream 'borrowed'.

IT'S A CAST OF... A FEW

There aren't many characters to choose from, but these here are pretty good.



BuzzSaw is even better at getting the blood flowing.

Grak isn't that good at all at getting the blood flowing, but he is mean.

62%
OVERALL GP RATING

3DO

GENRE / adventure
 VIBERS / 1
 SILE / 2 DIS
 SANE / PSYCHE / none
 PUBLISHER / Paradise
 DEVELOPER / Warp
 AVAILABLE / none
 PRICE / \$39.99



Nightmares and flashbacks are part of Jeff Lundrigan's everyday reality—he's gotta stop eating those old burritos he finds under his desk.

ID



The game begins with one of the best intro sequences ever. Laura's father inexplicably goes nuts and starts shooting everyone. What's going on here, anyway?

Ih MAN! I'm going to start by saying this is easily the most atmospheric and downright scary game I've ever played. I mean, I grew up on a steady diet of horror movies, since I was, like, five, and there were parts of this game that genuinely frightened me.

This is very, very cool.

D centers around a woman named Laura (note the female protagonist), whose father, the director of an LA hospital, suddenly goes berserk. Laura travels to the hospital, but when she enters, the whole place transforms into a decaying castle. Followed by the brooding spirit of her father, she has to find her way through the place and solve the

A lot of really bizarre things happen in this game. If you're really frightened, well, maybe you'd better stick to playing Tetris.



One of the game's highlights are Laura's own flashbacks.



Something terrible has happened in the past, and she remembers it a little at a time. The trippy psychodelics are worth the price of by themselves.

mystery of both her father's insanity and her own repressed memories.

I had a ball playing this, which is why I have one major complaint—it's over too damn fast. You can beat this game in a few hours. The puzzles are interesting but not very challenging, and walking around means watching a lot of slow animation. Also, the "translated from the original Japanese" dialog is sort of goofy at times, and definitely could have used a rewrite.

These aren't minor quibbles, but the positives definitely outweigh the negatives. The 100%-rendered graphics are impressive, and the animation, especially of Laura, is just short of incredible—I've never seen a 3-D modeled character who was so expressive.

In other words, this is great stuff. I just wish there was more. **GP**



One of the game's high points is the extremely well-handled character animation. You know just how she's feeling every second, and it really draws you in.

The only problem—and it's a big problem—is that the game isn't terribly challenging, and it's more than a little slow. A moody pace is one thing, but sometimes, even the action drags.

10

GRAPHICS

- The 100% rendered scenes look incredibly slick and real.
- Laura's animation is some of the best I've seen.

10

MUSIC & SOUND FX

- Creepy, very effective musical score.
- The sound is pretty bizarre and effective too.

8

INNOVATION

- We need more scary games like this.
- Most-inspired graphic adventure. Seen there, done that.

8

GAMEPLAY

- Draws you in and won't let go.
- Slow, slow, sloooooow.

7

REPLAY VALUE

- Three endings, and lots of side bits you might miss the first time.
- Not too challenging. Over way too fast.

80%
OVERALL GP RATING

When i'm NOT BUSY EXTRACTING MOLARS

I LIKE TO JUMP INTO MY SPACE FIGHTER OR MECHANIZED WARRIOR SUIT
AND SAVE THE EARTH FROM AN INTERESTING RACE. WHEN I'M FINISHED,
I TAKE THE CD OUT OF MY PLAYSTATION AND HIDE IT IN A MEN AT WORK
JEWEL CASE, WHERE MY KIDS WOULD NEVER LOOK.



With live action video, seamlessly rendered graphics and three types of gameplay, *The Men At Work Space Fighter* is the space fighting game you just might want to keep to yourself. (However, if you still belong to the Men At Work fan club, might we suggest Loverboy, Twisted Sister or Milli Vanilli.)



© 1995 Mindscape, Inc. and Epic Interactive Entertainment. All rights reserved. Mindscape is a registered trademark, its logo and the Space Fighter and trademarks of Mindscape, Inc. Sony PlayStation is a trademark of Sony Computer Entertainment Inc. All rights reserved.

SUPER NES

GENRE / puzzle

PLAYERS / 1

SIZE / 4 Mib

SAVE FEATURE / none

PUBLISHER / Viacom New Media

DEVELOPER / Breakdown/Pangcomp

AVAILABLE / now

PRICE / \$55



We knew Patrick Baggatta had been playing this game for too long when he started to screech, 'Zoop is good food!!!'



The object of Zoop is to chip away at each column by matching the colors to the color of your bullet.



In the later stages of the game, the pace starts to pick up and the action gets pretty hot.

The choice between continue play or level play is a nice way to vary the action.

Zoop

While racing to create something for the marketplace, many software developers seem to forget about the enjoyment factor of their games. Such is the case with Zoop. Like all great puzzlers, Zoop is based on a simple concept of matching colors. This strategy, matched with a need for quick thinking, creates what, for the most part, is a fun little brain teaser.

Unfortunately, Zoop is missing that special something that gives it the super-addictive quality of something like Tetris. It's difficult to pin-point exactly what's missing, but it probably has to do with the fact that there is an actual technique (simple as it may be) that must be learned just to play. Let's face it, everyone already knows how to fit geometric shapes together. GP

7 GRAPHICS

7 MUSIC & SOUND

7 INNOVATION

8 GAMEPLAY

7 REPLAY VALUE

OVERALL 74%

3DO

GENRE / strategy

PLAYERS / 1 or 2

SIZE / 1 CD

SAVE FEATURE / save anytime

PUBLISHER /SSI

DEVELOPER /SSI

AVAILABLE / now

PRICE / \$59.99



We got Jeff Lundrigan to stop incinerating his little army men with hair-spray and a lighter just long enough to get him to review this game.



There are animations with each attack and counter-attack, but you wind up turning these off because they slow down the game.



Almost every conceivable kind of WWII hardware is available to you.

While the graphics are simple, they're clear and easy on the eyes.

five scenarios and jump right in. After all, you don't need 8-Days to have fun, right?

The menus are a little complex, but you get used to them pretty quickly. The game isn't much to look at either, but the simple graphics are easy to understand, which is more important for a strategy game in the long run anyway.

Let me tell you, nothing is more satisfying than rolling a whole line of Panzers into France. This is very GP

Panzer General

Simply put, this is one of the all-time great PC wargames. Set in the European theater of WWII, it lets you command the Blitzkrieg—or try to repel the Blitz, whichever you prefer. Gameplay is done by hand, and the unit counters are laid out on a map overlaid with a hexagon

and. The level of strategic detail is astounding—you even have to worry about running out of gas. There's a lot of options for play as well. If you don't have time for running the entire war, you can pick any one of the thirty-

7 GRAPHICS

6 MUSIC & SOUND

7 INNOVATION

10 GAMEPLAY

10 REPLAY VALUE

OVERALL 93%

WHEN YOU'RE DUCKING LASERS FROM INTERGALACTIC
AIRSHIPS THAT ARE WHIZZING BY YOUR MELOON LIKE A

SWARM OF SUPERSONIC YELLOW JACKETS

ON FAST FORWARD, IT'S IMPORTANT TO BE AS AERODYNAMIC AS POSSIBLE.

THEREFORE, I SHAVE MY ENTIRE BODY BEFORE EVERY RACE. AND WHEN

I'M FINISHED, I SIMPLY CLEAN THE SHAVING CREAM OFF MY REAR AND

POP IT BACK INTO MY PLAYSTATION.



On the CyberSpeed™ 1.5 MegaByte™ hard drive, you'll find a whole lot of...
On the CyberSpeed™ 1.5 MegaByte™ hard drive, you'll find a whole lot of...
texture mapping, 16-bit color, 3D sound, and more. CyberSpeed™ 1.5 MegaByte™ hard drive.



© 1997 MINDSCAPE. All rights reserved. MINDSCAPE is a registered trademark of MINDSCAPE. All other trademarks are the property of their respective owners.

SUPER NES

GRADE / RPG

1.5 YEARS / 1

SIZE / 24 MB

SAVE FEATURE / save anytime

PUBLISHER / Square Soft

DEVELOPER / Square Soft

AVAILABLE / now

PRICE / \$49.99



Ever the RPG fanatic, Jeff Lundrigan grabbed a sword and threatened to 'cleave in twain' anyone who tried to take this game away from him!



Delayed slightly as Square could bring out Chrono Trigger first, this is Square's first title developed exclusively in the US. In the 1950's, a group of scientists created an artificial dimension called Evermore, a place that would allow them to live out their peaceful fantasies. Then something went wrong, and they became trapped there. Thirty years later, a young boy and his dog stumble over the equipment in the scientists' decaying mansion, and are accidentally transported to a world that's not as peaceful as it was meant to be.

Evermore is a big game, full of humor and terrific graphics. It's big, it looks great, and I liked it—a lot. The magic system, based on alchemy, is new. You have to find and use all sorts of mystical ingredients in various combinations to form spells,

instead of Magic Points. Because the world of Evermore was created from the fantasies of a number of different characters, there's a lot of variety as you move from area to area, and the game uses action instead of standard battle screens, just like Square's own Secret of Mana.

Evermore isn't quite the flawless experience we've come to expect from Square. All the parts are in place, but an RPG should have a strong story to back up the pretty visuals and game mechanics, and Evermore doesn't. The game concentrates far too much on the action and puzzle side, and not nearly enough on the human elements that should be driving those events.

Don't get me wrong here, it's a great game and I encourage you to run out and buy it. Have a ball—I did—but it plays like a first novel reads, and mostly I can't wait to see what they do next. **GP**

GRAPHICS

10

- Gorgeous, glossy graphics, plus excellent design work.
- No Japanese super-deforming is a plus, too.

10

MUSIC & SOUND FX

- The music is lush and sounds orchestrated. Like a great film.
- Great sound, too. You feel every impact of steel on armor.

8

- Alchemy and action—what more can you say?
- A lot of RPG stuff you've seen before, though.

As with Square's own Secret of Mana, battles are fought with action, rather than battle screens. It's a nice change of pace, but very challenging at times.

INNOVATION

9

- Big, challenging—on an incredible ride.
- It's tough to care about a lead character who doesn't care much.

GAMEPLAY

8

- Big, big, big, with hidden spells and cool stuff everywhere.
- When you finish on Evermore, you really FINISH an RPG.

REPLAY VALUE



You're strategical



One of Evermore's greatest strengths is its variety of settings, from prehistoric to medieval and on through low-tech sci-fi. Even your dog changes form as you move from place to place.



And look at these graphics! The team's use of rendered art

gives the whole game a cool, even glossy look.

With a magic system based on alchemy, you have to find, and figure out how to use, all kinds of weird ingredients. It's a different approach that works really well.



But when your lead character's character is mostly defined by his movie-based wisecracks, it's not easy to get involved in the story.

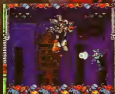
88%
OVERALL GP RATING

THE DOCTOR IS OUT!



CAPCOM

INTER
ACTIVE



THE FIRST 16-MEG MEGA MAN ADVENTURE!

THE MOST DEVIANT VILLAIN OF THE FUTURE HAS ESCAPED FROM PRISON AND IT'S UP TO THE TITANIUM TITAN TO BRING HIM BACK! JOIN THE ROBOTIC WONDER, MEGA MAN IN HIS MISSION TO STOP DR. WILY FROM DESTROYING CIVILIZATION. WILY'S NEW PACK OF RAMPAGING ROBOTS ARE DEADLIER THAN EVER AND THEY ALL WANT A PIECE OF OUR HERO!

Watch your favorite hero Mega Man every week in the 2nd season of his top-rated cartoon TV series!



SPECIAL CAMEO APPEARANCES BY CLASSIC MEGA MAN VILLAINS: CUT MAN, GUTS MAN AND PROTO MAN!



LOOK FOR THE BRAND NEW LINE OF MEGA MAN TOYS FROM BANDAI

©1995 CAPCOM. CAPCOM and CAPCOM ENTERTAINMENT, INC. are registered trademarks of CAPCOM CO. LTD. Mega Man and Mega Man Zero trademarks of CAPCOM. Nintendo and Super Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc. Mega Man Toys Distributed by Bandai America Incorporated, 13661 S. 162nd Street, Carlsbad, CA 92008. BANDAI IS A REGISTERED TRADEMARK OF BANDAI AMERICA INCORPORATED. CAPCOM ENTERTAINMENT, INC. 475 Oakland Parkway, Sunnyvale, CA 94085

CAPCOM®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SOMETIMES YOU CAN GIVE AND RECEIVE!

Subscribe now and you'll get 13 fantastic issues for just \$24.95 as well as the ultra deceitful, 100% exclusive *Book of Cheats* packed with tips, tricks and strategies for over 100 of your favorite games as our gift with your paid order.

Give a gift subscription to a friend and they get the *Book of Cheats* too!



**FREE with
your paid
order!**

YES!

To me, me!

Send me 13 issues of

Game Players for just \$24.95 and I'll save over 60% off the newsstand price. Don't forget that *Book of Cheats* you promised me!

Name _____

Address _____

City/State _____ Zip _____

☐ Payment Enclosed ☐ Visa ☐ MC ☐ AmEx ☐ Bill Me

Credit Card # _____ Exp. Date _____

Signature _____

Please signatory if under 18

4N40

13 issues/Canada \$38.95 US\$ includes GST/13 issues/foreign \$48.95 US\$

**For 60%
off the
Newsstand
Price!**

YES!

*To you
from me!*

I'd like to give my friend 13 issues of Game Players for just \$24.95, a savings of over 60% off the newsstand price. Please rush them the *Book of Cheats* as soon as you receive my payment.

Send gift to:

Name _____

Address _____

City/State _____ Zip _____

Gift is from:

Name _____

Address _____

City/State _____ Zip _____

☐ Payment Enclosed ☐ Visa ☐ MC ☐ AmEx ☐ Bill Me
Credit Card # _____ Exp. Date _____

Signature _____

Please signatory if under 18

2P40

13 issues/Canada \$38.95 US\$ includes GST/13 issues/foreign \$48.95 US\$



P.O. BOX 50117
BOULDER, CO 80323-0117

SEGA • NINTENDO • SONY • 3DO • ATARI • AMIGAS
GAME PLAYERS

POSTAGE WILL BE PAID BY ADDRESSEE

BUSINESS REPLY MAIL
FIRST CLASS MAIL PERMIT NO. 1149 BOULDER, CO.

NO POSTAGE
NECESSARY IF
MAILED IN THE
UNITED STATES



P.O. BOX 50117
BOULDER, CO 80323-0117

SEGA • NINTENDO • SONY • 3DO • ATARI • AMIGAS
GAME PLAYERS

POSTAGE WILL BE PAID BY ADDRESSEE

BUSINESS REPLY MAIL
FIRST CLASS MAIL PERMIT NO. 1149 BOULDER, CO.

NO POSTAGE
NECESSARY IF
MAILED IN THE
UNITED STATES



**GAME
PLAYERS**
SEGA • NINTENDO • SONY • 3DO • ATARI • ARCADES

SEGA.
SONY.
NINTENDO.
ATARI.
3DO.
ARCADE.
**TOTAL
VIDEO
GAME
POWER.**

Game Players was the first video game magazine in America. And it's still the best. Check out the...

UNBEATABLE REVIEWS

The heart and soul of our magazine. We give you the low-down on everything that matters and we tell it like it is.

HOTTEST STRATEGIES

We're renowned for being first with the strats that count. We guarantee to deliver the best, hottest, most thrilling strategies every single month.

PREVIEWS UP THE WAZOO

We have a mission. We bring you the first word on the newest stuff and the last word on everything else.

GREAT WRITERS

Sure they look strange, but they play games till their eyes bleed and they know what they're talking about — big time.

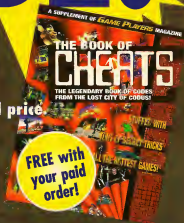
SUB

Subscribe to **GAME PLAYERS** and
In fact, if you subscribe now you'll
and we'll even take the trouble
exclusive **Book of Cheats** packed
100 of your favorite games with



It looks better, it reads better and a closer inspection reveals that it even smells better than any other video game magazine. It tastes pretty good too, but we don't recommend you try it.

SCRIBE.



save over 60% off the regular newsstand price.
get 13 fantastic issues for just \$24.95
to send you the ultra deceitful, 100%
with tips, tricks and strategies for over
your paid order.

5 reasons to subscribe today!

- ★ A day without *GAME PLAYERS* is like a day without an axene layer.
- ★ Every time someone subscribes, we spare another hamster from our 'deep space' experiments.
- ★ If you don't have any friends, subscribing to *GAME PLAYERS* can at least bring a smile into your lonely, miserable life.
- ★ If you subscribe to *GAME PLAYERS*, we won't tell anybody about that bizarre farmyard incident.
- ★ If you subscribe to *GAME PLAYERS*, we won't send Bill round to your house with his guitar.

Yes!

Send me 13 issues of Game Players for just \$24.95 and I'll save over 60% off the newsstand price.
Don't forget that Book of Cheats you promised me.

Name _____

Address _____

City _____

State _____

Zip _____

☐ Payment enclosed Send The Book of Cheats right away!

☐ Bill me

Mail to: Game Players, PO Box 50117, Boulder, CO 80322-0117

Send Canadian (\$US 38.95) and foreign (\$US 48.95) prepaid in US funds. Allow 6-8 weeks for delivery of your first issue. Newsstand rate for 13 issues is \$24.25.

51WF7

PLAYSTATION



GENRE / adventure
PLAYERS / 1
SIZE / 1 CD
GAME FEATURE / memory card
PUBLISHER / Psygnosis
DEVELOPER / Psygnosis
AVAILABLE / now
PRICE / \$55.60



Before entering the *Discworld*, Patrick Baggatta decided he would first spend some time in the game's after-dimension, Eight-Track World.

DISCWORLD

Spawned from the comic genius of Terry Pratchett, *Discworld* is an adventure game with a touch of intelligence, frivolity and genuine wit. The benefit of having Monty Python's Eric Idle at the heart of this game is evident the first time Rincewind, the main character, goes up enough to get clobbered by a monkey (trust me, it's funny). The adventure continues to develop from there and becomes an intricate tale of danger and humor as you are thrown into all sorts of wacky scenarios.

The gameplay in *Discworld* is pretty straightforward. The idea is to collect certain elements, talk to certain people and in general solve several little puzzles as you move along through the ever-expanding plot. Along the way you're treated to some beautifully rendered backgrounds and plenty of funny dialogue. The

other up-side to *Discworld* is the absolutely enormous size of the game. There is a total of four acts, each containing many elements to put together, solve or simply enjoy. What this means is hours and hours of fun for those willing to put forth the effort.

Discworld is guaranteed fun for graphic adventure lovers. With the added humor, this one may even draw in a few new players. **GP**

*If it bends, it's funny. If it breaks, it's even funnier. The British may be known for their dry wit, but in *Discworld* there is some pretty good, low-brow humor.*



Try to take something that's not yours and you may end up doing the dance of shame.

Everyone loves pancakes, but this is ridiculous.



It takes a while to figure out the logic in *Discworld*, but eventually you get the hang of it, even if it means getting hit in the face a lot!



Though the dialogue is all spoken, there's also a handy subtitle option.

9

GRAPHICS

- The backgrounds set the mood of the game.
- The character art is truly awesome.

7

MUSIC & SOUND FX

- The sound effects are pretty good.
- The music is standard background fare.

9

INNOVATION

- There are some clever little puzzles.
- The voices are great.

7

- The interface is simple to use.
- Sometimes the action is a little slow.

9

REPLAY VALUE

- The game is huge.
- There is lots of humorous stuff to enjoy.

80%
OVERALL GP RATING

ALIEN VIRUS™

**EARTH DATE: 2087.
SECTOR: SOMEWHERE IN THE
OUTER FRINGES OF THE GALAXY.**

As the hangar bay on Zeus locks behind you, an eerie sensation courses through your being. There is no sign of life and not a single sound in the hangar except for the crackling of frayed electrical wires. Bodies strewn about the station, the incessant drips of water that seem to beat loudly in your head, and the foul aroma of something that must have passed you in the darkness violate your senses.

Soon, you will understand.
**THERE'S A LITTLE ALIEN IN
ALL OF US.**



VIC TOKAI INC.

2294 Lakeside Ave., Tunnah, CA 95051

© 1998 INTERNATIONAL COMPUTER ENTERTAINMENT. DISTRIBUTED BY VIC TOKAI INC.
ALSO AVAILABLE FOR PC-CD ROM.

For more information
call (310) 326-8880.



PlayStation

PlayStation and the PlayStation logo are trademarks of
Sony Computer Entertainment, Inc.



SATURN

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Data East
DEVELOPER / Invision Int'l Inc.
AVAILABLE / now
PRICE / \$59.95



Legend has it that *Roger Burchill* once discovered the secret of the flaming upper-cut. Now he knows that smoking after eating burritos can be dangerous!

DARK LEGEND



The Arcade Mode offers blood that never seems to hit the ground...

...while the special mode offers expanded attacks that result in exploding impacts.



What's more embarrassing: Having your @\$\$ whupped by a stream of water...

...or being smacked by, erm... a flying fish of death?



If it's not raining, it has to snow!

6

- The sprites look kinda cool, but...
- ...sprite-based graphics equals yesterday's news.

6

GRAPHICS

- Hey, how come the music pops...
- ...but the sound effects just flop?

3

MUSIC & SOUND FX

- Been there, done that, got the T-shirt.
- Isn't there supposed to be 32-bit gaming going on in here somewhere?

INNOVATION

6

- Familiar commands make it easy to start kickin' butt...
- ...but familiarity breeds certain contempt.

Nothing like a gratuitous 'babe' shot to end the game.

GAMEPLAY

7

REPLAY VALUE

- Hey, it's a fighting game! You can always humiliate your friend.
- ...or the inept final boss over and over again.

62%
OVERALL GP RATING

3DO

GENRE / Fighting
PLAYERS / 1-2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Pandemonium Software
DEVELOPER / IFT Magic
AVAILABLE / new
PRICE / \$59.99



BALLZ



With a title like that, we're not going to touch this one with a ten-foot pole. Jeff Lundrigan used one that was eleven feet long.



This is touted as the "director's cut," which means it includes a few moves deemed too bizarre and/or offensive for the Genesis. It also includes a new character, Zambie.

The original *Ballz* for Genesis was actually a better idea than it was a game. Since balls look the same no matter what angle you look at them from, it's possible to take a 3-D game by just making them larger or smaller. Trouble was, the limited color palette on the Genesis made everything look flat anyway, and the graphics wound up being confusing, rather than innovative.

Well, the 3DO corrects that. Not only does the 24-bit color give everything the right gloss, but its got a faster processor and a bigger, better selection of moves. However, that doesn't mean everything's all rosy. With real 3-D brawlers like *Virtua Fighter* and *Tekken* available, a game that's taking it looks kind of weak in comparison. It also still suffers from some confusing

gameplay, and it's tough to keep your interest up in a gang of fighters who look like mutant snowmen. Not bad, just not the best. **GP**



If watching a bunch of ping-pong balls fight to the death is your idea of fun, then *Ballz* is the game for you.



The game actually includes a ridiculous number of moves per character, but they're a little tough to follow sometimes, and performing them with the standard 3DO pad isn't easy.

- 8 GRAPHICS
- 8 MUSIC & SOUND
- 5 INNOVATION
- 8 GAMEPLAY
- 9 REPLAY VALUE

OVERALL **82%**

SATURN

review

SATURN

GENRE / action
PLAYERS / 1-2
SIZE / 1 CD
SAVE FEATURE / passwords
PUBLISHER / Crystal Dynamics
DEVELOPER / Crystal Dynamics
AVAILABLE / new
PRICE / \$50.49



OFF WORLD INTERCEPTOR

Though *Off World Interceptor (OWI)*, a futuristic, off-road racer/shooter, debuted on the 3DO to positive reviews, there was little doubt that a certain amount of clarification in graphics would be greatly appreciated. Fortunately for Saturn owners, this is exactly the approach taken by those in charge of the conversion. Every bit of the fast-paced action has made its way to this version and, with the new look, this is definitely a game for all action fans to check out.

While there's not a great deal by way of mind-blowing innovation in *OWI*, there is plenty of teeth-chattering, off-road racing action with massive amounts of fire-power thrown in just for fun. **GP**



With Patrick Baggatta's driving record, it's a wonder we even let him push the grocery cart when we go shopping!



There's no room for sympathy in *OWI*. When someone gets in your way, they must be destroyed.

New vehicles must be bought and maintained with money awarded in each stage.



Learning to jump over obstacles is a vital part of a winning strategy.

- 8 GRAPHICS
- 7 MUSIC & SOUND
- 6 INNOVATION
- 7 GAMEPLAY
- 7 REPLAY VALUE

OVERALL **71%**

How would you design the perfect boxer?



CENTER RING ★ BOXING ★

Think of the most fearsome fighter imaginable. More machine than man. Born to be the undisputed Heavyweight Champion of the world. Did we say born? How about built? In Center Ring Boxing™ create your own original boxer...height, weight, even the color of your trunks. Train mercilessly to build speed, power and stamina. Then, box the socks off every challenger in your way. With devastating combos, hooks and uppercuts you might just earn that title shot. But hopefully, you'll look better than this!

GENESIS

GENRE / action/RPG
PLAYERS / 1
SIZE / 16 MBs
SAVE FEATURE / backup rom
PUBLISHER / Sega
DEVELOPER / Treasure
ARCade / Atari
PRICE / \$55-65



As leader of the Light Crusaders, Mike Salmon marches forth, searching for Truth, Justice, and a less-filling beer with full-bodied flavor.

Treasure, the hot Japanese developer who brought you *Dynasty Wars*, worked long and hard on *Light Crusader*, attempting to finally make the definitive action/RPG. The problem with the genre has always been that there isn't enough action for the action fans, and the RPG elements are too simplistic for RPG fans.

Treasure's experience with action games shows through in *Light Crusader*. You often come across bosses which require patterns, and platforms to jump on. One problem with the action



One of the prettier Genesis games ever finally gives some height to the RPG characters.

some decent action.

As for the RPG elements, *Light Crusader* has plenty of them. Unfortunately, most of the puzzles

elements is the perspective which the game is played on. The 3/4 overhead perspective means that you can only move the character diagonally, which makes for some control problems. However, once you get used to the perspective, there is

are real simplistic and just require basic common sense. Things like moving a loose brick onto a platform to keep a door open and moving an explosive barrel close to a door and then igniting it aren't real tricky. Another problem is that the storyline just isn't real deep and talking with other characters isn't really required or supported very well.

Light Crusader is still one of the more exciting and graphically pleasing titles Genesis is coming out with, but a deeper story would've really made a big difference. **GP**

...No, It's AN RPG

IT'S AN ACTION GAME...



Jumping from platform to platform is perhaps my most favorite thing about action games.



Some big, tough bosses with patterns keep you jumping and stabbing.

Conversing with the townspeople is an option, but sadly, it isn't required.



Mix elements together and you can cast spells like 'Turn Undead' whenever you want to. There's no waiting for your turn.



Simple puzzles in each room keep you thinking, but not very hard.



GRAPHICS

9

- The characters aren't those short little fat guys. That's good.
- Very pretty overall, as Genesis titles go.

7

MUSIC & SOUND FX

- Some good FX and the occasional good score.
- Nothing close to the *Fatal Factory* series.

7

INNOVATION

- Some unique puzzles make it a bit different.
- However, this isn't the first attempt at an action/RPG.

7

- Magic is simple and easy to use.
- But the lack of different attacks makes fighting kinda repetitive.

GAMEPLAY

8

REPLAY VALUE

- Starts off nice and easy and increases in difficulty.
- Most RPG fans are going to find this a bit short and simple.

76%
OVERALL GP RATING

SONY



Lemmings 3

BE AN INDIVIDUAL. JOIN THE MASSES

COMING OCTOBER 27th



Take a trip into the third dimension with the suicidal superstars from the craziest puzzle game around! Explore fully texture mapped, real-time 3D environments packed with lunatic Lemming action. Test your wits against this all-new brain teaser - it's the most fun you can have rescuing rodents!



SATURN

GENRE / Fighting
PLAYERS / 1 to 2
SIZE / CD
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Capcom
AVAILABLE / now
PRICE / \$59.99



When Patrick Baggatta first heard about the Chun-Li role in *Street Fighter: The Movie*, he pulled on his kimono and started calling his agent.

Perhaps not since the phenomenon of Mario has there been a game so influential as *Street Fighter*. Now, hundreds of look-a-likes later, the *Street Fighter* series marches on. The latest installment actually takes *Street Fighter* one step closer to the only other fighting series that spawned a movie—*Mortal Kombat*. In *Street Fighter: The Movie*, those lovable, animated characters of years past have been transformed into digitized warriors, based on their movie alter-egos.

So, can digitization save this suffering genre? In the midst of mind-blowing 3-D fighters, it's doubtful that a little reality-based digitization is going to make the necessary difference, but it doesn't hurt, either. Unfortunately, beyond the facts that the graphics are detailed and realistic, and there's a few new moves, there isn't much here that sets this version of *Street Fighter* apart from the others. There are an impressive number of characters to choose from, and the fighting action is as fierce as ever, but it's all been done before. The only other real difference in *Street Fighter: The Movie* is the story mode option, in which you are given choices in the way the plot of the game unfolds. This is mildly interesting the first couple of times through, but in the end, it's not much to get excited over.

Overall, *Street Fighter: The Movie* has everything you love about the *Street Fighter* series, but not much else. **GP**

GRAPHICS

7

- The digitized characters and backgrounds look good.
- The animation is a little bit choppy.

7

MUSIC & SOUND FX

- Good sound effects.
- There's nothing special in the music.

5

INNOVATION

- Digitized characters are new for *Street Fighter*.
- This is still a 2-D fighter, with nothing new to offer.

7

GAMEPLAY

- All the moves from the original are here.
- There's only a few really new moves.

7

REPLAY VALUE

- Plenty of characters to play as and against.
- Similar to several other 2-D fighters.

69%
OVERALL GP RATING

Street Fighter: THE MOVIE

You Should Be In Pictures

With digitized characters and cut-scenes from the movie, *Street Fighter: The Movie* takes on a highly realistic feel.



Chun-Li's been the object of many a pre-pubescent boy's fantasy.



You certainly recognize martial arts star, Jean Claude Van Damme.

The story mode treats you to a good bit of actual movie footage.

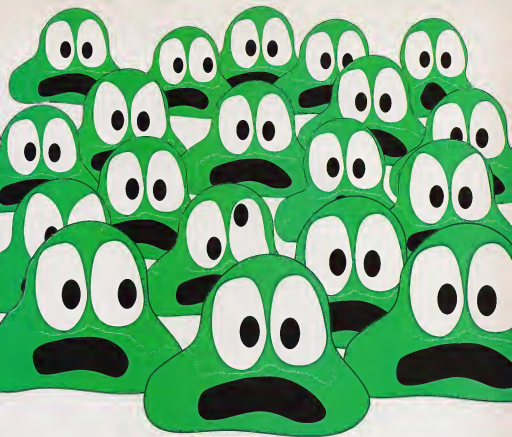


All the special moves you remember from *Street Fighter* are still here for your enjoyment.



There is a nice selection of fighters, including some of the minor movie characters.





It's Gonna Be a Total SLUG-FEST.



They're green and slimy and have big eyes. Their leader hates fast food and anything with a backbone, including you. They want to take over the universe. No big deal, right? But think about it...no burgers, no pizza and no chicken nuggets. Can you live with that? We don't think so.

In Big Sky Trooper, build fast food franchises throughout the galaxy while blasting gooey gastropods to oblivion. All eyes are on you!



BIG SKY TROOPER ©1995 LUCASARTS, Inc. ALL RIGHTS RESERVED. JVC MUSICAL INSTRUMENTS INC. is the licensee and LUCASARTS owns the trademark, BIG SKY TROOPER™. Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

The NBA's best moves. Stolen



Monster slams. Just one of a ton of killer player animations. Up close and personal. In a TV-style presentation that rivals the network hoops broadcasts.



Mid-air pass. Now that's a tasty dish. One minute you got 'em thinkin' you're goin' to the hole. Next minute they're starin' at a pair of empty hands. Now you see it. Now you don't. Now it's too late.



The receiving end of a tip-slam hurts no matter what mode you're in. Exhibition. Reduced season. Customizable playoff. Or full season.



You're knacker. And knacker. And knacker. Can't get into the house through the front door? Maybe the backdoor's open. Can you say alley-oop? Sure you can. Oh yeah, blocked dunks don't feel so good either.



for your personal enjoyment.



You're the playmaker. Raise your arm high above your head. And play stomp the clump. By calling plays on the fly. With 60 authentic offensive plays. And 10 defensive sets to counter with.



Put on a spin dribbling exhibition. Then put on another jersey. You'll find all 29 NBA teams (including Toronto and Vancouver), 2 All-star teams, and 4 custom teams at your disposal.



A finger roll here. A finger roll there. No one can stop you now. You're at the top of your game. So quit while you're ahead. Now you can leave the regular season at any time and go directly to the playoffs.

Long range jumper. Count it. Six in-depth stats keep track of everything, including player ratings. There are stats in over 15 different categories. You can save 'em. By team. By player. Or by user (which rhymes with less).



Not impressed with that double-clutch slam? Trade for someone who's got the goods. Any player in the league. Still not good enough? Create your own player. And call him Sir Dunks-a-lot.



Last year it rocked the critics and ate up the awards. Now it's back. With merciless new player animations. Updated strategy. And lots of reflex-nudging gameplay. NBA Live 96. Tips-off soon on Sega Genesis, Super NES, and Game Boy.



To order, visit your local retailer
or call 1-800-245-1525.
Or see us at <http://www.ea.com/livesports.html>

NBA® LIVE 96

EA SPORTS, the EA SPORTS logo and the 4 Way Play logo are trademarks and "If it's in the game, it's in the game" is a registered trademark of Electronic Arts. The NBA and individual NBA team names/identifiers used on or in this product are trademarks, registered designs and other forms of intellectual property of NBA Properties, Inc. and the respective teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©1995 NBA Properties, Inc. All rights reserved. All other trademarks are property of their respective owners. Feature sets vary among platforms.

PLAYSTATION



GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / memory cards
PUBLISHER / Sony Interactive
DEVELOPER / Sony Imagesoft
AVAILABLE / now
PRICE / \$55.95



If there was one word to describe Mike Salmon, (besides "Loser"), it would have to be "Extreme" (Loser). But that's two words, so we'll have to stick with the first one.



Street luges, skateboards, roller blades, and mountain bikers all vie for victory on one track. And yes, they punch and kick all the way to the finish.



Beautiful tracks like Lake Tahoe and South America really add to the game.

ESPN extreme

The simplest way to describe this latest PlayStation effort is *Road Rash* on rollerblades. You can race with rollerblades, skateboards, mountain bikes, or a street luge through several different tracks. All of the tracks, from Tahoe to South America, are gorgeously detailed. As you race for first place, you find yourself whacking other racers with your fists or feet.

However, they give as good as they get. The original soundtrack rocks. As far as replay value goes, there are plenty of equipment upgrades to keep you racing.

However, without a whole lot of speed or track strategy, *ESPN Extreme* still ends up only as a decent game. Too bad, 'cuz it could've been much better. **GP**

- 9 GRAPHICS
- 9 MUSIC & SOUND
- 6 INNOVATION
- 7 GAMEPLAY
- 7 REPLAY VALUE

OVERALL **73%**

SUPER NES review

SUPER NES



GENRE / action
PLAYERS / 1
SIZE / 3 MB
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Shinn
AVAILABLE / now
PRICE / \$39.99



When Jeff Lundrigan said he loved mice, we gave him this. Turns out he loves them best deep-fried, with a side order of onion rings.



And kidnapped then off.

Aw man... at this point, any game that uses the word "kidnapped" in its intro sequence gets an automatic demerit—everybody got that?



You can't tell from this picture, but Speedy is anything but, moving around so sluggishly you feel like you're controlling a Grayhound bus.

Speedy Gonzales in Los Gatos Banditos

This one was held up in publishing hell for over two years; now it's finally been released through Acclaim, who never met a licensed property they didn't like. That probably makes them the only folks who are gonna like this.

I generally look forward to games with Warner characters, but stop me if this sounds familiar—a group of mean cats, the "Gatos Banditos" of the title, have kidnapped all Speedy's friends at a fiesta and now Speedy has to run all over Mexico rescuing them.

This game rips off its play mechanics from a lot of others, most notably Sonic, but it doesn't pull any of it off very well. Play control ain't great—he might be "The Fastest Mouse in All Mexico," but he sure takes his time getting up to speed—the animation is stiff, and none of the levels pose an interesting challenge. Aye, Carumba!

Worst of all though, Speedy's signature "Andale! Arriba!" sounds like it was done by a girl on helium. Aw Speedy, we hardly knew ya. **GP**



It's got tubes from Mario, kicking feet and mousepaws that work just like the springs in Sonic, and the sound he makes when he grabs cheese sounds exactly like Bubsy grabbing yam balls. Need I say more?

- 6 GRAPHICS
- 5 MUSIC & SOUND
- 3 INNOVATION
- 5 GAMEPLAY
- 5 REPLAY VALUE

OVERALL **50%**

FROM ZERO TO HERO



AVAILABLE NOW!



NEW LINE
NEW MEDIA



© 1993 New Line Productions, Inc. All rights reserved. TM, SNES™ and related characters are trademarks of Nintendo Entertainment System, Inc. Nintendo, Super Nintendo Entertainment System and SNES are registered trademarks of Nintendo. All other characters, names and related indicia are trademarks of their respective owners.

TO ORDER DIRECTLY, CALL:
1-800-4-FUN-004 EXT. 55

Use your Visa or MasterCard to order supplies fast. Phone prices subject to change without notice. Also available at your favorite local retailer.
**FOR GAME HINTS OR INFORMATION ON OTHER
BLACK PEARL SOFTWARE AND MALibu GAMES,
CALL (818) 501-3241**

PLAYSTATION



GENRE / driving
PLAYERS / Loc 2 with multi-link
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Psygnosis
DEVELOPER / Psygnosis
AVAILABLE / now
PRICE / \$55-65



We picked Patrick Baggatta to review this game because he has the worst driving record in the office.

DESTRUCTION

DERBY

In the special Total Destruction option it's possible to win the whole world's sportsman's Cup.

0:09:93

LET THE CARNAGE BEGIN!

Strap your self in for some bone-jarring fun — this game is for real!

There is absolutely no doubt that Destruction Derby is the best destruction derby game ever made for any system. OK, it's the only one, but it's still damn impressive when a game without any kind of competition can set a standard so high as to discourage all rivals. This is just what Destruction Derby has done.

The feeling for quality design that runs through this game is one that suggests a real labor of love that gamers are sure to appreciate. The kind of attention to detail that created the advanced damage meter, the indicative smoke streams that spill out from under the hood, and the system of race (crash) points is just the kind of extra effort that makes a game truly great. Oh yeah, you get to smash into stuff, too!

There is, however, something strange about the racing options of Destruction Derby, as opposed to the all-out Destruction Derby options which are awesome. Though the tracks are beautifully designed and

The Bowl is where the real action happens.

There's just something cool about a game that gives you points for causing another car to spin out of control.

The only way to make the Bowl more intense is by using the first-person perspective.

The seaside track is almost too peaceful to go around smashing into people, but what are you going to do?

RACE WAR: BY ANY MEANS NECESSARY!

The racing options feature some of the most beautiful tracks ever to appear in a video game.

There are two main options for racing: kill or be killed!

Sometimes the best way to place high is by letting the other cars do all the messy work!

Edging your competitors out in the corner is often your best strategy.



the competition is absolutely brutal, there just isn't much replay value in racing around the simplistic tracks over and over again. That's not to say that ramming another car into the outside wall of a tight turn isn't just the kind of teeth-rattling fun you may be looking for, but overall, the action in the races is pretty slow. The actual quest for placing is overshadowed by your desire to simply smash something.

Destruction Derby is amazing on so many levels that it would be impossible to call it anything less than great, but it's not quite perfect somehow. **GP**



In a game as unorthodox as *Destruction Derby* you may very well be called on to do unorthodox things.



Pinning someone against the wall is always good.

If the front end is gone - use the back.

The computer Artificial Intelligence is amazing, but that doesn't mean they can't be fooled into doing something stupid.

Sometimes the best strategy is to just go with the flow.



A SECOND OPINION

Drive smashing into stuff. I just love it. So if should come, as he surges. I did. I enjoyed this game every bit as much as I think, probably more, being the perspective, "who's not hurt today." Plus of guy, I got a real special kind of kick out of the two-player, multi-link option, which lets you connect two Playstations and two TVs. There's nothing quite like stalling across from someone, watching their expression as you smash into them again and again. Control is super-smooth, and I think this game is just about perfect. — Jeff



If it's crashing you want...



INNOVATION

GAMEPLAY

REPLAY VALUE

- There are plenty of modes to play.
- The tracks are a little too simplistic.

- Smashing stuff is fun!
- Big learning curve for getting control of the car.

- There is no other game like it.
- Smashing goodness!

MUSIC & SOUND FX

- Totally awesome crunching sound effects.
- Strong soundtrack.

GRAPHICS

- Striking backgrounds.
- There's lots of convincing car damage.

91%
OVERALL GP RATING



Finally, baseball with



Nice screen shot, huh?



Cool 3D Graphics

Abbbb, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Phew-ee. Good thing there's Virtual League Baseball™ — with big

league pitching, slugging and fielding in bigger-than-life 3D. You can choose from 18





out the chili dog farts.

world-class teams. Set your own pitching rotation. Pick your DH. And play Single Game, All Star or Pennant Race modes. Catch this, too: It's the only ball game good enough to play in the Virtual Boy ball park. So don't just sit there waiting to hurl. Slide into the store, and give it a crack.



KEMCO®

Virtual Boy® Baseball is a trademark of Kemco America, Inc.

©1995 Kemco America, Inc. Nintendo Virtual Boy and the

Virtual Boy logo are trademarks of Nintendo of America Inc.

©1995 Nintendo of America Inc.



MORTAL KOMBAT™ - THE LIVE TOUR and **GAME PLAYERS** ask you

Contest!!!

WHAT HAVE YOU GOT TO LOSE?



From the game that causes reoccurring nightmares, and the magazine that keeps responsible people worried about the future, comes a contest that's sure to put you over the edge. *Mortal Kombat™ - The Live Tour* ain't a bunch of retired Olympians skatin' around with nauseating, overstuffed animals. *The Live Tour* features some of the nation's top martial artists in a high-tech, interactive performance that promises to be the most innovative and sophisticated presentation in the touring industry!

Grand Prize:

Airfare, hotel and ground transportation for four people to attend *Mortal Kombat™ - The Live Tour* in Orlando, Florida on December 1st, 1995. You get VIP-reserved tickets to the show, an official tour jacket, T-shirt and hat, a meet 'n greet with cast members prior to or after the performance, and a one year subscription to *GAME PLAYERS*, the magazine that gives you bone-chilling coverage of games like *Mortal Kombat 3*.

How to Enter: Write your answers to these three sickeningly simple questions on a postcard.

1. How many bones are in the human body, taking into account the horrible mutilation?
2. Who are the only playable characters to appear in all 3 *Mortal Kombat* games?
3. How many fingers are fucking up?

Send your postcard to: What Have I Got To Lose?, Imagine Publishing, Inc., 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010. All entries must be received by 11/10/95.

First Prize:

An official tour jacket, T-shirt and hat, and a one year subscription to *GAME PLAYERS*, the magazine that makes you check under your bed twice.

Runners Up:

Ten of you will receive a tour T-shirt and hat, plus a one year subscription to *GAME PLAYERS*, the magazine that gives skull-splitting headaches to "sane" people.

Employees of Imagine Publishing, Inc., *Mortal Kombat™ - The Live Tour*, Williams Entertainment, Inc., any subsidiaries, and their immediate family members are not eligible to enter. Contest void where prohibited. Winners will be selected in a random drawing from all correct entries.



NEXT GENERATION

The ultimate information resource on the new wave of games systems

**Subscribe
today
and save
over 50%**

Call us at
1-800-706-9500 or
NGSUBS@aol.com.
Have your credit card
information available.
Only \$29.00 for 12
issues delivered right to
your door each month.



Offer good in US only. Please allow 4-6 weeks for mailing of first issue.
Canada: \$35 US\$ 40 (includes GST) Foreign: \$45 US\$ 50.00. Printed in US and UK.

5TGQ5

SUPER NES

GENRE / action
PLAYERS / 1 or 2
SIZE / 16 MB
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Probe
AVAILABLE / now
PRICE / \$60.70



When Mike Salmon's Bat-utility belt ran out of Slippery Goo, he just laughed. He knew there was plenty more in the Bat-nose!

The hit summer movie *Batman Forever* had 'side-scrolling action game' written all over it from day one. After all, every movie makes a great side-scrolling action game (extremely heavy sarcasm here, please). That's right — yet another movie license turned into (Oh, gosh! You don't say.) yet another side-scrolling action game. Wouldn't it make more sense to use the extensive storyline of a movie for some type of action-RPG game or something different? (But hey, what do I know? I just play games, I don't make 'em).

The dark backgrounds are beautiful, and the flashing lights are impressive.



bat toys — like the bat rope — are fun to use, although only the bat rope is real useful.

9

GRAPHICS

- Motion-captured Batman looks incredible, especially on the Super NES.
- Dark, eerie backgrounds have a real *Batman* feel.

9

MUSIC & SOUND FX

- Dark, musical score and crisp sound FX are nice.
- The music could be even more intense.

2

INNOVATION

- We've seen the movie side-scroller way too many times by now.
- Even the gameplay lacks any originality.

6

GAMEPLAY

5

REPLAY VALUE

- Special moves and fighting options make it like a fighting game on the move.
- *Final Fight* was more fun. It just didn't look as good.

- Two-player options are this game's only selling points.
- Seeing the same motion-captured bad guys, level after level, is real pain.

Batman Forever was developed using Acclaim's massive in-house video and motion-capture facilities. And as a result the game looks incredible, with some of the larger and more distinct characters ever in a side-scroller. The non-linear set up of the game is promising, and the musical score is sets a good mood. Unfortunately, the game plays nothing like the

movie or even like a good action game. After all the glitz, *Batman Forever* is basically *Final Fight* without some of the exciting gameplay.

A beautifully digitized Batman moves from (yep, you guessed it) left to right, punching and kicking digitized bad guys. In the two-player game, a digitized Robin joins him. The result of this typical gameplay is

typically boring.

While Batman has a large array of weapons at his command — Batarangs, smoke bombs, even Slippery Goo — and there's a lot of hidden areas and items, the game is missing one thing: Fun. GP



Some fun can be had in the two-player Competitive Mode, where Batman can finally punish the Boy Wonder.



Dig It

They're Digitized



Batman and Robin look better than ever, with their digitized bodies and motion-captured kids.

And the bad guys are digitized, too! Unfortunately, there aren't many variations in the game.

59%

OVERALL GP RATING



IF THIS MAKES YOUR
GUT WRENCH



IF THIS MAKES YOUR
KNUCKLES WHITE



IF THIS MAKES YOUR
PULSE RACE



IF THIS MAKES YOUR
MUSCLES TENSE



THIS WILL



**If it's in the game,
it's in the game.**



You've never seen player animation like this before. Supersonic answers the flots of Jager. Brain-mashing checks the way Steven does them. And amazing gothic moves like Broder's that'll make you rethink your offense.



If you slack off during the 82-game season don't count on a post season. But keep up your team's intensity and you may get to kiss Lord Stanley's Cup during the on-ice presentation. No guarantees, of course.



Advanced artificial intelligence lets you play more like a team. Power play offenses. Penalty-killing defenses. Your teammates get into position for the play. But don't forget, the same goes for the other players.



5-minute majors. 4-minute double minors. 2-minute minors. What did you expect? If you can't do the time don't do the, well, you know what we mean.



MAKE YOUR SWEAT



TV-style presentation of the match, stats, rankings and everything you need from the booth. On the ice there's crowd chanting and arena music. Get psyched. This is the NHL.



The puck drops October 6 on Sega Genesis, Super NES, Game Gear™ and Game Boy™.



More blistering moves and blaring ways to score. One-time passing. The give and go. And a new move you better tighten your skates for. The Spin-O-Rama.



GP SPORTS



Recently I made a trip to the visiting clubhouse at Candlestick Park, where I met the St. Louis Cardinals and started taking games—video games, that is. Ray Lankford and Bronn Jordan, a couple of star outfielders for the Cardinals, were the enthusiastic gamers who couldn't stop talking. The question they all wanted answered was, "What new system should I get for sports games?" And after seeing Sony Imagesoft's newest PlayStation sports games, along with the disappointing NHL All-Star Hockey for the Saturn, I had to tell them that the PlayStation is shaping up as the sports machine of the future—so far.

Despite the hype, 10-bit is still the best place for a good sports game. However, by the end of November, the 32-bit sports games are going to start hitting the shelves, emptying my wallet, and bringing joy into my sorry life (Dope! There I go, hyping again.)

Mike



There's checking, but there just isn't any power involved to give you that satisfying feel.



NHL ALL STAR HOCKEY

System: Saturn • Publisher: Sega • Developer: Gray Matter
Now available • \$50-60



All these views and more, and I still can't find one that lets me see all the action.

The first 32-bit hockey game is in and it's just not what we hoped for. NHL All-Star Hockey for the Saturn is loaded with views, options, stats, players, and video clips. The only thing they forgot to include was a good playable hockey game.

With all the choices of views, there still isn't one view that works as well as EA's NHL '95. No matter which view you choose there's a problem. Either the camera is too close and you can't see an open winger for a pass, or it's so far away that you can't even see the puck. On top of that, the action is just boring. It's so slow that you'll think that the players are skating through mud. As for the graphics, they are really sad. The players in white uniforms often disappear into the ice.



The home team is likely to lose their players in the ice.



All the players and stats are here, if you can stomach the poor action.

making the control even more difficult.

On the plus side, all the real players and teams are in the game, as are a full range of stats. So, if you can find a way to enjoy the game, there are plenty of stats to keep you playing. The sound and Mary Albert's commentary are excellent. NHL All-Star Hockey isn't the worst hockey game ever, but my expectations were so high that it's easily the most disappointing.

7 GRAPHICS

9 MUSIC & SOUND

9 INNOVATION

6 GAMEPLAY

6 REPLAY VALUE

6-4%
OVERALL GP RATING



One of the best running games around allows for some good long drives rather than the one 80-yard play every time.

Diving catches and crushing tackles are back for another year on the Genesis.



Rosters that include all the new players and rookies make this a great sim.

And what game with Deion Sanders' name on it would be complete without end zone dances?

PRIME TIME NFL

System: **Genesis** • Publisher: **Sega**
Developer: **Spectacular Visions**
now available • \$59.00



Some exact playback as last year is decent, but eventually gets a bit boring.

Just last year Sega Sports put out NFL '95, which was the best one-player football game of the year, while Madden '95 remained the best two-player

game. This time Sega Sports has added Deion Sanders' nickname to the title, updated the players, and left the rest alone. The result is another excellent football game.

The graphics are exactly the same as last year's, as are the plays and gameplay. While improvements from year to year are always nice, they often result in a worse game than the previous year's entry. If there's nothing a company can do to make a sports game better than the year before, then I'd just assume that they leave it alone. Which is exactly what Sega did.

Prime Time is easily the most accurate football sim for the consoles, although it does lack some of the flash that Madden games have. It's the two or three yard gains and defensive battles that separate Prime Time from the others. The superior computer AI makes the season mode entirely enjoyable.

If you're looking for an update of NFL '95 or just one of the best football sims around, then Prime Time is your pick.

PLAYER STATS		
Offense		
RANK	PLAYER	RECEIVING YARDS
1	86 REED	92
2	80 CARTER	77
3	87 COOPER	71
4	31 GRAHAM	54
5	82 TSONOY	35
6	22 PALMER	22
7	83 JORDAN	19

A-NEXT CATEGORY B-PLAYER PROFILE C-TEAM STATS

You want stats, well, Prime Time gives you all the stats you could ever want.

PGA TOUR

EA for **PlayStation**

Just recently got a chance to play a preview-ready version of this links effort and it already blows away the Saturn's Pebble Beach game. A finished version gets put through the paces next month.

No game has ever captured the ability to play on the tour better.



Easy to use interface has always been a strength of the PGA series.

ON DECK

- 8 GRAPHICS
- 10 MUSIC & SOUND
- 6 INNOVATION
- 9 GAMEPLAY
- 9 REPLAY VALUE

88%
OVERALL GP RATING

POWER SERVE 3-D TENNIS

System: **PlayStation** • Publisher: Ocean • Developer: SPS
now available • \$50-60



No matter which view you choose, Power Serve is one pretty game.



- 10 GRAPHICS
- 9 MUSIC & SOUND
- 9 INNOVATION
- 6 GAMEPLAY
- 4 REPLAY VALUE

61%

OVERALL GP RATING



The tennis players all resemble cartoon pros. I think that's supposed to be Andre Agassi.

The occasional good volley is exciting, but the total lack of depth is truly sorry.



There has never been a tennis game that has looked this good. The players look like characters from Tekken and the courts are of Wimbledon quality. With seven different views, you can choose to play from a Doom first-person perspective to a blimp view or anything in between. In the two-player game you can split the screen just about any way you want.

So, with all the pretty graphics and flashy camera angles, why is this game so damn boring? First off, this is a tennis game, and since Pong, there has been little done to tennis games in the way of gameplay. Unfortunately, that's not the only flaw in Power Serve.

In a two-player game the split-screen heavily interferes with the ability to have any sort of volley, while playing against the computer is anything but easy. There's also no season mode, which greatly reduces the replay value.

Overall, Power Serve is a real shallow game. There's some groundbreaking graphics obstructed by some simplistic gameplay. It's too bad, because with better gameplay and a season mode, Power Serve could've been a winner.

ON DECK

NHL FACE OFF

Sony for PlayStation

While I was in San Diego I also got a glimpse of NHL Face Off, which is also looking real good. The skaters moved smooth, the camera angles were perfect, but the gameplay isn't in place yet. If it turns out as good as they say, EA could be in for a battle for first place.



That's right, these are actual shots from the game. Not bad, huh?



Incredible attention to uniform detail is just the kind of thing that can put a game over the top.



NHL '96

EA for 300 and PlayStation

The best hockey game of all-time is gearing up for its 32-bit debut and it's looking awesome. If the usual gameplay carries over to the 32-bit version, we're all in luck.

Not much to see so far, but what's there looks mighty impressive.



ON DECK



TECMO SUPER BOWL III: FINAL EDITION

System: Super NES
Publisher: Tecmo
Developer: Tecmo
now available • \$49.95



Back in the days of the 8-bit NES, Tecmo Super Bowl was the ultimate football game. Now, in the '90's, Tecmo is still making football games, and they still look just like the original NES game. Tecmo Super Bowl III: Final Edition is no different. All the players, teams, and stats are here, but that's it. The ancient side-perspective is

made even worse by the little fat players and the laughable soundtrack. Even the playbook is ill-conceived and with very few plays. Compared to the other 16-bit football games, Tecmo Super Bowl just can't compete.

If Tecmo is going to keep making this series, then they need to update everything to the '90's or they'd be better off making this the really FINAL edition.

Looks way too much like the 8-bit NES game...



WILLIAM FULLER
(C) ENVIRO LINE
TECMO

...including the goofy scoring celebration.

0 6

5 GRAPHICS

6 MUSIC & SOUND

5 INNOVATION

5 GAMEPLAY

6 REPLAY VALUE

5-1%
OVERALL GP RATING

NFL GAMEDAY

Sony for PlayStation

Recently, I made a trip down to San Diego to the Chargers vs. 49ers preseason rematch of last year's "Super Blowout", then (after several stadium beers and dogs) I went to Sony's development offices to take a look at their new PlayStation gridiron game. I got to play an unfinished version and I only have one word to say: "in-bleeping-credible!"



The motion-capture process of work first capture the athlete, then connect the frame. Now build a full skeleton and finally, point over it.



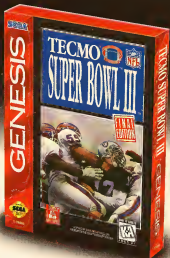
With all that done, put 22 of them on a field and you're ready for some football.

Just like in the real NFL, the tight ends are bigger than the receivers. The gameplay? Well, the gameplay is already awesome.



ON DECK

THE WORD IS OUT



THE FINAL EDITION

The waiting is over. Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, "... it looks like a winner." Word on the street is that this could well be the best football game - maybe even the best sports game - to ever come down the pike.

WANT REAL ACTION?

Just get a load of these features: ■ New Free Agency System ■ Real NFL players, with photos ■ New NFL expansion teams,

Carolina and Jacksonville ■ New Powerup Cinema Screens ■ New player rosters ■ New game schedules ■ New plays ■ New player moves ■ New field patterns, and ■ New sound effects.

WANT SUPER REAL ACTION?

Then check out Tecmo's new and exclusive, unique Superstar feature. Can't find the player you need in the free agency market? Well, with Tecmo Super Bowl III you can create your own superstar! Then watch him mature and improve over the season

into the future. Awesome.

BUT, A WORD - OR WORDS - OF WARNING
Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?

ON SALE NOW AT YOUR FAVORITE DEALERS. SUGGESTED RETAIL PRICE, \$69⁹⁹ OR LESS



This official NFL Licensed Game is the only football game to be officially licensed by the NFL. It is the only football game to be officially licensed by the NFL. It is the only football game to be officially licensed by the NFL.

SUPER NINTENDO
Official Nintendo Seal of Quality



GENESIS



This official seal is your assurance that this product meets the highest quality standards for playability and value. It is the only seal of its kind to be awarded to this product.



© Tecmo, Ltd. 1994. TECMO is a registered trademark of Tecmo, Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega® Genesis® System. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Licensed by Nintendo for play on the Super Nintendo Entertainment System. Nintendo, Super Nintendo and official seal are registered trademarks of Nintendo Inc. This product has been rated by the Entertainment Rating Software Board. For information about the ESRB ratings, please contact the ESRB at 1-800-771-6399.

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501

Phone (310) 787-2900 Fax (310) 787-3131



• NHL '96

EA FOR GENESIS
Sports, \$49.99

With sharper graphics, new moves, more scoring and FIGHTS, this game is getting rock 'n' socks off! Only a stick and stick seems obvious now!

OVERALL 96%

BUYING
BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

• First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.

• Be sure to ask the company for a return policy. If you're not 100% satisfied with your purchase, find out if you can return it. And if you can't, find out if you can get a refund or exchange.

Second, contact the Better Business Bureau (see the box located in the same city as the mail-order company). Better Business Bureau has complaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.

• Contact the company to check on availability. They may be offering a deal, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without getting the goods.

• If possible, pay by credit card. For one reason, a credit card won't charge until the merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.

• Once you've ordered your goods, relax. It'll be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.

• Inspect your order as soon as it arrives. If it's incorrect or the packaging is damaged, the complaint with the mail-order company immediately. If it has been damaged in shipping, contact the postal service that delivered it. Use recorded delivery as your return.

• Some companies offer a tracking option so you can see when your order gets more than a discount on new ones. If you use this service be sure to use some form of recorded delivery. We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contract is with them — it's not a record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies advertising let us know by writing to Customer Service, 13500 Wilshire Blvd., Suite 1000, Beverly Hills, CA 90210. We don't want to deal with dissatisfied customers any more than you.

PRIMAL RAGE

Time Warner for Genesis, review, 98%

You get what you pay for: Primal Rage doesn't mean what it looks like. It's a very good game for a port-over from the arcade. The graphics really rock and the action isn't much better. If you want to play this, go to the arcade or a better place.

OVERALL 92%

• RAYMAN

Use Soft for PlayStation, review, 98%

Wow! This game is totally, totally amazing! The sound effects are amazing and funny! The game has some a few little surprises. The game controls are very natural. Rayman is a huge game, with lots of hidden stuff to search for! Get this game!

OVERALL 92%

R.B.I. BASEBALL '95

Time Warner for 32X, review, 92%

Baseball is the story here. The controls are simple, and responsive. This, too, is one of the best games to play on the 32X. The game is a good, solid baseball game. Give it a try. You'll like it.

OVERALL 77%

RIDGE RACER

Namco for PlayStation, review, 91%

The racing is some of the best out there, but you only get one track to race on — the top of the track is the same as the bottom track, with a little side track tucked on, and the cars don't have as well as some other games. A good game, just not the best.

OVERALL 82%

ROMANCE OF THE THREE KINGDOMS IV

Koei for Super NES, review, 91%

Once again, you control the fate of the world. This is a game of strategy and tactics. You have to use your wits and your army to win. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 81%

SHADOW SQUADRON

Bugs for 32X, review, 87%

With the sound effects and backgrounds sound and look like they were made in the 1980s. The game is a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 71%

• SHINOBI LEGIONS

Way Point for Saturn, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 80%

SPACE HULK

Headstone for 32X, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 81%

• STRAIN

Parsons for 32X, review, 84%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 40%

WHAT YOU THINK

I was very disappointed with your reviews of Mortal Kombat 11 for 32X and X-Men for the Genesis. X-Men should have received 87% and MK 11 a 48%.

— Mike Hernandez,
Long Beach, CA

SUPER R.B.I. BASEBALL

Time Warner for Sega, review, 87%

This version just doesn't cut it. It's not as good as the 32X version. The graphics are not as good as the 32X version. The game is a good game, but it's not the best.

OVERALL 57%

• SUPER BURNOUT

Activision for PlayStation, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 73%

SURGICAL STRIKE

Bugs for Sega CD, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 71%

SWATKATS: THE RADICAL SQUAD

Headstone for Super NES, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 60%

THE SPACE ADVENTURE

Headstone for Sega, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 55%

THE SPORTING NEWS POWER BASEBALL

Headstone for Sega, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 73%

• TOTAL ECLIPSE: TURBO

Way Point for PlayStation, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 61%

VIRTUAL FIGHTER

Sega for Saturn, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 85%

• VIRTUAL HYDRO

Activision for Saturn, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 71%

• WEAPONLOD

Way Point for Saturn, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 70%

• WHITE MEN CAN'T JUMP

Activision for Saturn, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 73%

YOSHI'S ISLAND

Nintendo for Super NES, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 70%

• ZAKANDER: THE PEOPLE'S PARTY

Headstone for 32X, review, 87%

This is a good game, but it's not the best. It's a good game, but it's not the best. It's a good game, but it's not the best.

OVERALL 70%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

ANY MORE REALISTIC, YOU'D BE DOING TIME...

The **PER4MER**™ turbo wheel not only lets you control any race game with rack and pinion precision, you control the sensitivity of your machine with selection of manual or power steering. Helmet and fire suit sold separately. Available for Sega™, Super Nes®, and 3DO™ platforms.



GET YOUR TICKET
TO RIDE...



Mr. Retailer,
For more information on the
call us, Home Arcade Systems at
(800) 254-8466 or e-mail theper4mer@aol.com.

PER4MER

**HOME
ARCADE
SYSTEMS**

The PER4MER is a product of Home Arcade Systems, Inc.
P.O. Box 7124, Redwood City, CA 94063-7124
Sega™ is a trademark of Sega Enterprises, Ltd. All rights
reserved. Super Nes™ is a registered trademark of Nintendo
of America and 3DO™ is a trademark of 3DO, Inc..

Arcades

It's something you can do alone and, despite what they say, it's not gonna make you blind. It's also not what you sick perverts are thinking of—it's the hot gaming action of the arcades!

The Line

There's quite a bit of talk going around about all the new arcade games coming out because on September 22nd New Orleans plays host to AMOA, the biggest arcade show in the states. • Everyone's talking about *Virtual Fighter 3*, but no one has seen a thing yet. • *Toshinden 2*, the sequel to the PlayStation's 3-D brawler, has been rumored to be coming out in the arcades first. If this is true, watch out for the next big arcade hit. • *Tekken 2* has hit the arcades and is impressing all who see it with more special moves than *Virtual Fighter* and *MK3* combined. • The *Mortal Kombat 3* update is coming and promises to feature new characters, backgrounds, and moves. • In Japan there's a mysterious *Virtual Fighter 2.1* version in the works. We'll let you know more about this as info is available. • The world is round and life is short, so why save your quarters?

The dual joystick controllers are a load of fun, even if they are a bit tricky to get used to.

WWF Wrestlemania

The digitized *Mortal Kombat* look has made its way to the wrestling game. Williams managed to fit eight of the World Wrestling Federation's biggest stars into its studios to capture them on video for *WWF Wrestlemania*. You can fight in anything from one-on-one brawls to two-versus-eight Royal Rumbles.

The game features Bret Hart, Razor Ramon, The Undertaker, Lex Luger, Delink The Clown, Shawn Michaels, Yokozuna, and Bam Bam Bigelow. All these pro ring-masters are digitized, and you can make them pull-off their signature moves and feel like you're live at a pro wrestling event (if you find that exciting).

Four different and distinctively challenging games, digitized wrestlers, and realistic gameplay make *WWF Wrestlemania* THE game for all big-time wrestling fans.



Two-on-two brawls make for cooperative play that hasn't been available in modern arcade fighting games.



No these aren't shots from a televised wrestling event—this is an arcade game.



Mike Salmon's other job is beefing up and touring around as Razor Ramon... honest.

Rail Chase 2

So you never heard of *Rail Chase 1*? That's probably because the first *Rail Chase* didn't make much of a splash in the States because the graphics weren't impressive enough to make the gameplay anything but unexciting. However, with *Rail Chase 2*, that's not the case. The graphics are beautiful and the speed is captured so well that you lose your stomach going over some of the hills.

Zooming down the tracks and blasting birds is always fun.



Rail Chase 2 plays a lot like a roller coaster as you speed down the rails, switching tracks and avoiding death. And while this is all a bit simplistic, the game is just pure fun. If you spot this one in the arcades, it's well worth some quarters.

Virtua Cop 2

The best-looking light gun game of all time is coming back with even bigger and better graphics. Ultra-realistic scenery and accurate shooting made Virtua Cop an arcade success like no other light gun game. Now the sequel is coming and it looks even better. All we have are early screens from Japan, but we expect to give you the full low-down on

this red-hot shooter next month.



The sneaky virtua bad-dies hide just about anywhere—even in a shopping mall! Gasp!



The virtua bad guys are back and looking better than ever.



Bigger explosions and virtual lands promise some good sliding.

Rave Racer

Just last month we told you all about the newest racing game from the makers of Ridge Racer. Unfortunately, we didn't give you a very good look at the game's sharp graphics. So this month we've got some better screens. If you've already played this game, I'm sure you'll agree that even these screens don't do this high-speed racer justice.



Bigger jumps and sharper turns make Rave Racer much more exciting than Ridge Racer.

Super smooth system-22 graphics put you right in the driver's seat.



But there's more than birds to shoot off! The bad guys get mine carts, too.



The end of the line? Unless you can do some fancy shooting, Rail Chase 2 can be a very tough game.



MagBall

Recently, a trip to a Virtual Reality Center in San Francisco revealed some exciting new stuff. GreyStone Technology unveiled their new VR hardware and a new game called MagBall.

MagBall uses six linked Andromeda machines—multipurpose vehicles which can be reconfigured—that use Silicon Graphics technology to bring the futuristic sport to life. On each individual screen the player sees their own first-person perspective, but on the main screen you can watch all six of the competitors like a TV broadcast. Each unit is equipped with full, digital, stereo sound and an intercom system. The intercom system can be used to communicate with fellow team members.

You control one of the futuristic circular pods and use a magnetic shield to control and shoot the puck.

The game is played on a hockey rink-type surface, and the idea is to put the silver puck into the opponent's goal as often as possible. What MagBall marks is the first VR team sports video game ever designed for spectators.



THE ULTIMATE MARVEL FANTASY CARD GAME!

CLOBBERIN' TIME THING

HIT

CUT

WOLVERINE

ENERGY

FIGHTING

STRENGTH

MARVEL

OVERPOWER

CARD GAME

DISCARD

STICK

WEB SPRAY SPIDER-MAN

ENERGY

FIGHTING

STRENGTH

DRAW!

CABLE

ENERGY

FIGHTING

STRENGTH

GAMBIT

This summer, Marvel's greatest heroes and villains come to life in the Marvel OverPower Card Game! This collectable card game from Fleer features stunning new artwork by the greatest artists in the industry. Get ready...It's Clobberin' Time!

from **fleer**
entertainment group, inc.

CHEAT SHEETS

MEGA MAN VII

He's bad and he's back! We show you what to wear in order to win!

Alone in the Dark	140
Barkley:	
Shut Up and Jam 2	147
Battle Arena Toshinden	146
Blackthorne	145
Demon's Crest	145
Final Fantasy III	141



SHINOBI LEGIONS

The odds are 20,000 to one, but never fear! We've got the goods on this gory game!

Eternal Champions:	
Challenge from the Darkside	141
Mega Man VII	124
NBA Live '95	144
Panzer Dragoon	145
Robotica	148
Shinobi Legions	128



TEKKEN

We've Tekken it to the limit... Now you can, too, with our tremendous tactics!

Slam 'N' Jam	145
Tekken	134
Triple Play '96	144
True Lies	141
Wario Blast	145
Weaponlord	122
World Series Baseball '95	148

WEAPONLORD

You don't need to axe any questions! We get straight to the point with this slashing strategy!!!

For Codes or Help, Call...

Nintendo.....	900-288-0707	interplay.....	900-370-7529
Sega.....	415-591-7529	Acclaim.....	516-759-7800

WEAPON LORD

THE UNKINDEST CUT OF ALL!

DIVADA

Both a warrior and a sorceress, she's got more than a few surprises tucked away somewhere.

Ground Blast	BT or BS	○○○
Soul Drill	○○○	BT or BS
Power Flip	BT or BS	○○○
Psycho Blades	FT or FS	○○○
Death Whirl	○○○	FT or FS
Orb of Souls	FT or FS	○○○
Hell Deflect	FT or FS	○○○
Heel Kick	○○	FT or FS
Soul Displacer	BT or BS	○○○



ZARAK

A big spider guy, in fact, he's the biggest one there is. Ick.

Chaos	BT or BS	○○○
Inferno	○○○	BT or BS
Web Rip	○○○	FT or FS
Web Snap	FT or FS	○○○ (1 sec)
Warp Spider	BT or BS	○○○
Gaillone Strike	BT or BS	○○○ (1 sec) ○○
Power Slice	FT or FS	○○○
Widow Grip	BT or BS	○○○ (1 sec) ○○
Power Vault	○○○	FT or FS

ZORN

He's tough, but pretty full of himself. We hate him.

Scream Shield	BT or BS	○○○
Ancient Axe	○○○	BT or BS
Hell Grinder	○ (1 sec)	○○○ BT or BS
Hell Fire	FT or FS	○○○
Axe Trip	○○○	FT or FS
Shield Crack	BT or BS	○○○
Corpse Striker	BT or BS	○ (1 sec) ○○
Demon Axe	FT or FS	○ (1 sec) ○○
Roll	○○○	BT or BS

MOVE LIST

FT = ForeThrust

FS = ForeStrike

BT = BackThrust

BS = BackStrike

○ means hold button down while moving control pad.

KORR

Master Warrior of the Tarok tribe. A nice guy — when he's not cutting you in half.

Double Flame Strike	BT or BS	○○○○
Power Kick	BT or BS	○○
Firestorm	FT or FS	○○○
Gut-Slash	○○○○○FT	
	-or FS	
Tarok Strike	FT or FS	○○○○
Heart Strike	BT or BS	○○○
Knee-Tarok	FT or FS	○○○○○
Power Push	○○○○○BT or BS	
360° Flame Strike	BT or BS	○○○
Elbow Smash	○○ FT or FS	
Power Deflect	FT or FS	○○○○

TALAZIA

A woman who thinks she's a bird. Gotta watch the ones who climb into trees and stare at the sky.

Air Tear	BT or BS	○○○
Talon Blade	○○○BT or BS	
Rip Claw	FT or FS	○○○○
Shadow Deflect	○○○FT or FS	
Prey Launch	○○○BT or BS	
Phoenix Strike	BT or BS	○○○
Falcon Strike	BT or BS	○○○○
Double Talon Strike	FT or FS	○○○
Reverse Claw	BT or BS	○○○
Air Frency	BT or BS	○○○

JEN-TAI

A strong, graceful, cunning warrior, it's easy to see why she's the Desert Lord's most favored — those honker thighs probably don't hurt either.

Shield Smash	BT or BS	○○○
Reverse Kick	○○○BT or BS	
Death Blade	FS or FT	○○○○
Leg Breaker	○○○FT or FS	
Back Blade Strike	FT or FS	○○○○○
Aura Strike	FT or FS	○○○
Shield Spike	○○○○○BT or BS	
Back Hand Blast	BT or BS	○○○
Ram Toss	FT or FS	○○○
Down Strike	BT or BS	○○○

BANE

Ugly, mean, nasty, vicious, brutal — we like him.

Skull Crusher	BT or BS	○○○
Berserker	FT or FS	○○○
Hammer Blast	FT or FS	○○○
Power Hammer	○○○○FT or FS	
Cursed Kick	FT or FS	○○○
Iron Fist	○○○○○BT or BS	
Head Recker	○○○○○BT or BS	
Curse Slam	BT or BS	○○○○○
The Mutilator	○○○○○FT or FS	



MEGA MAN VII



Choose Your Weapon!!!

Just like every Mega Man game, the key to winning is knowing which weapon works on which boss. You could spend hours and hours experimenting like we did, or you can use the list that we worked long and hard on.

DR. WILY STAGES

- Stage One:** ... Guts Man
Weapon: ... Mega Arm
- Stage Two:** ... Turtle
Weapon: ... Wild Coil on Head
- Stage Three:** ... Japanese Monk
Weapon: ... Crush Noise on Nose
- Stage Four:** ... All eight bosses
Weapon: ... Use same as above list

MEGA ITEMS

RUSH JET

In Junk Man's stage, go to this point, then use the Thunder strike to start the machine moving.



Now go all the way to the top and pick up the Rush Jet.



The Rush Jet can be controlled up and down, but you have no control over how fast it goes.

THE LIST



Barst Man

Weakness: ... Burning Wheel
Weapon: ... Danger Wrap



Cloud Man

Weakness: ... Danger Wrap
 (or regular weapon)
Weapon: ... Thunder Strike



Junk Man

Weakness: ... Thunder Strike
Weapon: ... Junk Shield



Freeze Man

Weakness: ... Junk Shield
Weapon: ... Freeze Cracker

RUSH SEARCH



Stay on top of these ledges in Freeze Man's stage and you find the Rush Search.

The Rush Search digs in the ground or finds secret paths, but it usually only digs up Junk like Game Boys and dolls.

BEAT

In Slash Man's stage use the Wheel Burner where the trees and snakes are.



This ladder is unveiled. Go up and free poor old Beat from his cage (The Mega Blaster, when powered up, works).

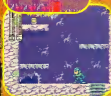
Now when you fall off edges, Beat saves you up to four times.



S ADAPTOR



You have to collect the letters R, U, S, and H in order to get this weapon. The R can be easily uncovered here in Burst Man's stage.



Jump on this ladder going up in Freeze Man's stage. Use the Rush Coil quickly on this platform and you have your H.



The U can be found in Cloud Man's stage. Use the Freeze Cracker on this weather ball and the rain turns to snow.



Now you can see the platforms. Go up and collect the letter U.



The S adaptor allows Mega Man to jump, and then use the jet pack to go higher.



Spring Man

Weakness: ... Slash Claw
Weapon: ... Wild Coil



Slash Man

Weakness: ... Freeze Cracker
Weapon: ... Slash Claw



Shade Man

Weakness: ... Wild Coil
Weapon: ... Crush Noise



Turbo Man

Weakness: ... Crush Noise
Weapon: ... Burning Wheel

the net

will tell you two things...



...where to go

...and how to
get there.

50% off
the cover
price!



Act now to get your
FREE issue!

Send to: *the net*, P.O. Box 56141, Boulder, CO 80322-6141

the net is your unique guide to cyberspace. We show you how to get involved in the Internet and how to get the most out of it.

Subscribe to the disc edition of *the net* and get 12 issues and 12 CD-ROM discs for just \$39.95. These discs are packed with great software to help you get the most out of your time online.

Or, subscribe today to receive only the magazine - 12 issues for just \$24.95.

For faster service, call us at 800-706-9500. Outside the U.S. call 415-696-1661. Or, e-mail your subscription to subscribe@thenet-usa.com.



☒ **YES!** Send me a **FREE** issue of *the net* with the CD-ROM disc. If I'm pleased I'll send in \$39.95 for 11 more issues and discs, or \$24.95 for 11 more issues without discs. If I'm not completely satisfied, I'll return the invoice marked cancel and owe nothing!

name _____	
address _____	
city _____	state _____ zip _____
country _____ phone _____	
payment method	<input type="checkbox"/> check enclosed <input type="checkbox"/> Visa <input type="checkbox"/> MC <input type="checkbox"/> AmEx <input type="checkbox"/> bill me
account number _____	expiration date _____
signature _____	

Canada: \$US 38.95/\$3.95 (disc version) includes GST. Foreign: \$US 48.95/\$3.95 (disc version). Prepaid in US funds. Offer expires 11/30/95. Single copy price for 12 issues with discs is \$69.99. Allow 4-6 weeks for delivery.

5RKB0

Shinobi Legions

If They Flash, They Can Be Killed!

Apparently it's not enough that you should have to fight a near-endless supply of warriors to get to the end of each stage in *Shinobi Legions*, because then you're expected to bust one super warrior before progressing to the next stage. Though something seems vaguely familiar about this scenario (Anyone for the most standard formula in

video gaming?), it's still hard to accept this request as fair and we're pretty sure you might be thinking the same thing.

Upon considering this problem, we decided you might like a little help with the bosses. The hints and tips illustrated below are those that we found to be the most effective against each of the bosses. We hope they help.

FIRST BLOOD!

The first boss is so easy it's almost no fun to fight him, so we'll try to make this as quick and painless as possible.

The hom attack is easy enough to avoid by retreating to the opposite side of the screen.

The shooting flames come quickly but they're interrupted by the mask's reflection.

Take every opportunity to attack.

Always be ready for a diving attack!

SECOND THOUGHTS

The second boss is not quite as easy as the first, but not too tough either. As one of the more pattern-based bosses, the key to beating him is simply learning his attacks and in what order they come.



Blocking shuttles is step one in beating this nasty fellow.

With most of the bosses, there is an opportunity in the first second to get in a quick shot. Take it!

Once you've reached the corner, get in a quick swipe then repeat the pattern in the other corner.



Repeat this process until his mid-section has been opened up for all to see.

In the second stage of this boss you first have to cut the heads off the two statues.



Once the heads are gone, you are revisited by an old friend.



Careful blocking and quick attacks take him out this time.



THE THIRD TIME'S A CHARM

The third boss is completely manageable if done correctly, and extremely difficult otherwise. The key here is to use the spinning aerial attack to chip away at his power while moving too quickly for him to tag you.



It's not uncommon to get caught a time or two mid-jump. Keep moving and you're sure to beat him.

When the blood flows green, you know it's time to move on.

Avoid hanging on to the overhead bar, and instead keep moving.



Continuous jumping and sliding is the only way to insure an easy victory.



Follow the trail of flying leaves to pin-point the beast's location.



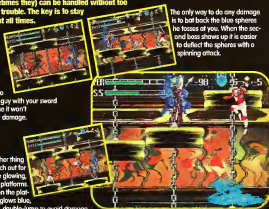
BATTLE FOUR LIFE

The fourth boss is tough, but if you keep your cool, he (sometimes they) can be handled without too much trouble. The key is to stay alert at all times.

Don't bother trying to hit this guy with your sword because it won't do any damage.

The other thing to watch out for is the glowing blue platforms. When the platform glows blue, double-jump to avoid damage.

The only way to do any damage is to bat back the blue spheres he tosses at you. When the second boss shows up it is easier to deflect the spheres with a spinning attack.



FIVE'S A CROWD

The fifth boss is nothing more than a mass assault of all the enemies you've already battled and it should be treated as such. The key is to simply block shurikens and attack quickly and accurately.

When the enemies start showing up, start swinging and don't stop until you've reached the top.

It's ultra-important to remember not to go after anything in the hallways no matter how good it looks because it's too easy to caught.

Be sure to pick up oil power-ups along the way.

If there is an enemy waiting above, it's a good idea to jump up and take him out before he becomes a threat.



SAY HELLO TO SIX

Once again, the initial blow can be yours if you hurry.

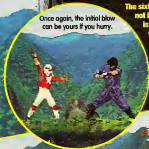
The sixth boss is pretty tough but not impossible. His key strength is his speed, but his biggest weakness is his predictability. Every attack is preceded by a vulnerable pause, which of course only lasts a second, but if you're quick...

When you see the leaves swirling above your head duck out and wait for your opportunity to strike.

When he kneels down, get behind him and swing as soon as he lets go of his fire ball.

Don't be scared by his dancing kick moves. Simply jump over his head and wait for him to stop, then swing.

Try to stay out of the air as much as possible because he will nail you if you get careless.



SEVEN'S NO HEAVEN

This baby's tough. The key is patience. Unlike other bosses, you have time to strike, but your chances are few, so you have to wait for them. Beyond striking when you get a chance, the best thing to do is avoid his attacks, which is quite a bit easier than it sounds.



Get in the first attack.

It's also possible to get in a quick shot from

behind from time to time, but it's not entirely safe to stand that close to him.

The only time it's safe to attack is when he is swinging his chain above his head.

The attack to avoid at all costs is the flame attack.

While waiting for him to become vulnerable, it's best to simply stay far away because of his quick long-range attacks.

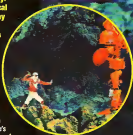


You might find it helpful to cut down the torches to avoid any confusion during a quick attack.

EIGHT IS ENOUGH

The eighth boss is surprisingly easy. The key to defeating this mechanical mystery is leading his attacks away from where you're standing, then making quick and accurate strikes after each of his attacks.

When the laser is aimed up into the ceiling, it's best to simply clear out until all the rocks have fallen. Then try to move in for a quick strike.



After each blast there's enough time for one quick blow. Jump up and let him have it.

When he charges, simply jump over his head to avoid taking any hits.

When the hammer goes up in the air, back off far enough to avoid it as it comes down. Then run back and get in a quick shot.

Remember, the only way to do damage is to hit him high.

When he starts shooting the laser at you, simply move in close and duck under each blast.



FINAL FIGHT!

Don't count on this boss making things easy for you. In fact, this one is guaranteed to have his way with you the first couple of times. The key to beating him is maintaining your cool. He moves extremely fast, but after you've seen what he can do, you learn that he really only has a few moves. He can be beat. Oh yeah, there is one last surprise from this boss. Think double jump.

The best way to start is by standing back from him to get a feel for how fast he moves.

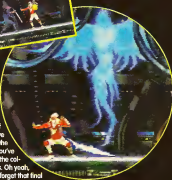
It is tempting to make a strike at him when he turns his back but, unlike the other bosses, you won't be able to do any damage that way.

Deflecting and blocking shurikens is an absolute must with this boss.

To beat the final boss, you not only have to hit him with your sword, you also have to gather up the spheres he leaves behind.

After putting some damage on the bird, he returns to his former self where you have to repeat the process until you've collected all the colored spheres. Oh yeah, and don't forget that final surprise.

When you've put enough damage on him, he transforms himself into this majestic beauty. Avoid the ghost-like feathers at all costs.



RAYMAN



Breaking into the Next Generation!

For more information call: 1-800-Ubi-Soft
Come visit us on the Net: <http://www.ubisoft.com>



© 1995 UBI SOFT ENTERTAINMENT, INC. ALL RIGHTS RESERVED. THE PLAYSTATION LOGO AND PLAYSTATION ARE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT, INC. SEGA SATURN IS A TRADEMARK OF SEGA ENTERPRISE LTD. JAGUAR, THE JAGUAR LOGO AND JAGUAR ARE TRADEMARKS OR REGISTERED TRADEMARKS OF ATARI CORPORATION. ALL RIGHTS RESERVED.

TEKKEN

EVERYBODY TRY!

These moves work for every character, so give 'em a shot!

Kick while rising	○+LK+RK
Roll attack while rising	○+LP+RP
Attack enemy on ground	○RP
Running Tackle	○○+○
Running Slide	○○+○ RK
Running Kick	○○+○ LK
Diving Attack	○○+○ LP+RP
Throws	○RP+RK (in close) LP+LK (in close)

LAW

Flip (non-attack)	○+○
Flip Kick	○+○+RK
Rainbow Kick	○+○+RK+LK
Jump Kick	○+○+LK (close)
Rave War Combo	○+RP, RP, RP
ShaoLin Spin Kick	○RK, LK, RK
High Kick/Flip Kick combo	○RK, ○+LK (RK must hit)
Death From Above	○LP+LK
Face Punch	○RP+RK
Knee Bash	○+○+LK+RK
Dash Punch (unblockable)	○+LP+RP

KING

Explosor	○○+LK+RK
Capital Punishment	○+RP+LP
Elbow Drop	○+RP+RK
Knee Drop	○+LK+RK
Konkict Kick	○+○+RK
Rushing Uppercut	○+○+RP
Sliding Kicks	○RK (x3)
Gut Punch	○+RP
Hammer Elbow	○+LP
Dive	○+○+LP+RP
Crouching Uppercut	○+○+RP
Knee Bash	○LP+LK
Suplex	○RP+RK
Power Bomb	○+○+LP
Leg Swing	○+○+○+○+LP
Leg Grab	○+LK+RK
DDT	○+○+LP+RP

YOSHIMITSU

Solar Kick	○+○+RK+LK
Tornado Fist	○+LP (up to 5X, gets dizzy after 5)
Tornado Sweep	○+LK (up to 5X, gets dizzy after 5)
Backhand	○+RP
Flying Knee	○+○+RK
2 Punches/3 Sweeps	○+LP, LP, ○+LK, LK, LK
Spinning Double Kick	○LK, RK
Triple Kick	○RK, RK, RK
Flip Kick/Corkscrew	○+○LK+RK, LP+RP
Flying Body Slam	○LP+LK
Sword Smash	○RP+RK
Sword Slash	○+LP (unblockable?)
Sword Stab	○+○+LP (Unblockable)

NINA

Flip Kick	○+○+RK
2 hand Power Punch	○+○+LP+RP
Front Kick	○+RK
Bermuda Triangle	○LP, RP, LK
Flash Kicks	○+LK, LK, LK
Can Opener Combo	○+RK, LK, RK
During Flash Kick	○+○LK, LK, LK, LP
Snap	○+LK, LK, LK, LK, LP
Roundhouse	○+LK, LK, LK, LK, RK
Punch/Roundhouse	○RP, RK
During Scissor Kick	○+○
Roundhouse	○+LK, RK
Spin Punch	○+LK, LP, RP, RP
Punch/Sweep	○+LK, RP, ○+LK
5-hit Punches	○LP+RP (x5)
Arm Throw	○LP+LK
Shoulder Toss	○RP+RK
Flip Throw	○+LP+LK
Windpipe Crush	○+○+LP
Chain Punch	○+○+○+LP+RP
During Chain Punch:	
Leg Scissors	
Arm Snap	○LK, RK, LK, LP+RP
Sideslap Arm Snap	○LP, LK, RP, LP
During Sideslap Arm Snap:	
Falling Arm	○RP, LP, LK, RK, LP+RP
Double Arm	○LK, LP, RK, LP+RP, LP+RP
Crane Punch	○+LP+RP (unblockable)

Move Key

RP = Right Punch
LP = Left Punch
RK = Right Kick
LK = Left Kick

Moves given in red indicate you must hold that direction or button.

JACK

Megaton Blast	○○○○○+RP
Cross Cut Saw	○○○+LP+RP
Fanlike Press	○+LK+RK
Overhead Hammer	○+LP+RP
Uppercut	○+RP or ○+LP
Reverse Hammer	○+RP+LP
Sit	○+LK+RK
Sitting punches	LP+RP (x4 while sitting)
Jack Hammer	LP, LP, LP
5-hit Low Punches	○+LP+RP (x4)
Machine Gun Punches	○+LP+RP (x3)
Windmill Punch	○○○+LP
Punch/Elbow	RP, LP
Overhead Lift	RP+RK
Rig Splash	LP+LK
Backbreaker	○○○+RP
Power Bomb	○○○+LP
Windup Punch (unblockable)	Starting from Rotate Controller Counter-clockwise until Jack winds up to a count of five, LP

PAUL

Shredder	○ or ○ or ○+LK, RK
Elbow Charge	○○+RP
Front Scissors	○○+RK
Forward Jump Kick	○○+LK
Hammer Punch	○+LP
Ground Punch	○+RP
Sweep	○+RK or LK
Power Punch	○○○+RP
2-hit Forward Kick	○○○+LK, RK
Hammer Punch	○+LP+RP
Sweep/Elbow	○+RK, RP
Punch/Sweep	RP+LK (RP must hit)
Roundhouse	○○○LK, RK, RK
Arm Throw	LP+LK
Lag-push Throw	RP+RK
Rollback Throw	○+LP+LK
Power Throw	○○+LP+RP

MICHELLE

Big Root	○release, RK
Roundhouse Kick	○release, LK
Uppercut	○release, LP
Dashing Uppercut	○release, RP
Spinning Sweep	○+RK
Vertical Kick	○+LK
Two-Fisted Body Blow	○○○+LP+RP
Go Behind	RP (RP must hit)
Uppercut/Double Slam	RP, LP, LP
Double low Kick	○+RK, ○+RK
Low Kick/High Kick	○+RK, ○+RK
Low Kick/Sweep	○+RK, ○+RK
Sweep/Big Root	○+LK, RK
Suplex	RP+RK
Another Suplex	LP+LK
Skyhook Throw	○+RP, LP (RP must hit)
Go Behind Suplex	RP+RP+LP (RP must hit)
Charging Uppercut	○○○ (until leg rises, LP (unblockable))

KAZUYA

Dragon Punch	○○○+LP
Rushing Uppercut	○○○+RP
Double Uppercut	○○○+LP, RP
Spin Punch	○+RP
Axe Kick	○+RK
Rushing Axe Kick	○+LK
Double Axe Kick	○Release
Spin Kick	RK, RK
Backward Spin Kick	○+RK
Forward Spin Kick	○+RK
Flash Punch Combo	LP, LP, RP
Demon Slayer	LP, RP, RP
Rising Sun	○+RK, RK
Tsunami Kick	RK, RK (while getting up)
Double Kick Hold	LP+LK
Hipstoss	RP+RK
Headbutt	○○○+LP+RP
Reverse Jump Punch	○○○RP+RP



SUB AND OTHER BOSSES

You asked for 'em, we got 'em. Note that most sub-bosses can also do the moves of the characters they've derived from, in addition to the moves listed here. The exceptions are Ganryu and Kuma, who are both based on Jack (in spite of being sub-bosses for two other characters — cheap, huh?), but can only do some of his moves.

P. JACK

That's Prototype Jack to you. An early version of the Jack Android, missing some skin. He can also do all of Jack's moves.

Overhand Hammer	○+LP
Winding Uppercut	○+LP+PP+LP
Triple Uppercut	○+LP,RP,LP
Crouching Combo	○+LP,LP,LP,RP,LP,RP
Pier Slam	RP+RK

ARMOR KING

He's been ticked off at King ever since King gouged out one of his eyes. He can also do all of King's moves.

Triple Slide Kick	○○○ RK,RK,RK
Ariel Power Bomb	RP+RK, then ○○○○ +RP+LP before opponent is vertical

HEIHACHI MISHIMA

The Big Kahuna. The Final Boss. Everybody hates him. He can also pull off all of Kazuya's moves.

Overhand Hammer	○+LP
Spinning Backhand	○+RP
Tiger Fist	○○○+RP
Tiger Uppercut	○○○+RP
Tiger Kick	○○○+LK
Tiger Sweep	○○○+LK
Triple Tiger Sweep	○○○+RK,RK,RK
Somersault Kick	○○○+LK+RK
Sidestep Dodge	○○○ (gets out of way)
T-bolt Neck Breaker	LP+LK
Giant Piledriver	RP+RK

KUNIMITSU

A former member of Yoshimitsu's Manjito clan of Robin Hood-style thieves, he was kicked out for stealing for himself. Now Michelle is after him for stealing Native American treasures. He can also do all of Yoshimitsu's moves.

Front Kick	○+RK
Somersault Stamp	○+LK+RK

ANNA

Nina's younger (sister?) sister. Fightin' mad after that 'shoe' incident, she can also do all of Nina's moves.

Knifing Palm	○+LP
Overhand K. P.	○+RP
Sweeping Palm	○+RP
Fip Kick	○ or ○ or ○+RK
Triple Slop	○+LP (x3)

LEE

Heihachi's adopted son, also known as the "Silver Haired Demon", he's got it in for Kazuya, after being shown up in front of his father's dojo. He can also do all of Law's moves.

Shin Kick	○+LK
High Kick/Roundhouse	RK,LK
Double Axe Kick	○+LK,LP
Double Punch/Elbow Smash	○+LP,RP,RP
Axe Kick/Roundhouse	○+LK,RK,RK
Multikick Attack	○+release, LK,LK, ○+LK,LK,LK... (keep repeating LK). Do the LK,LK,LK quickly. During the Multikick, press ○ or ○ to vary the height of the attack.

KUMA

A big bear and Heihachi's 'velchdog', he fights Paul as a sub-boss, although Paul hasn't done anything to hurt him — before the fight anyway.

Double Claw Smash	○+LP+RP
Reverse Claw Smash	○+LP+RP
Sandwich Claw	○+LP+RP
Bear Squat	○+LK+RK
Power Claw	○○○○○+RP
Sit	○+LK+RK
4 Hit Sitting Combo	LP,RP,LP,RP (while sitting)
Reverse Double Claw	○+LP+RP,LP+RP
Triple Windmill	○+LP,RP,LP
Flying Bear Press	LP+LK
Bear Hug	RP+RK
Headbutt	○+RP+RK

GANRYU

He was a Sumo wrestler who found crime was a better way to make a living. Then Yoshimitsu's Manjito clan came in and took all his ill-gotten wealth.

Overhand Smash	○+LP+RP
Double Uppercut	○+LP+RP
Big Clap	○○○+LP+RP
Palm Heel Smash	○○○+RP
Sumo Palm Strike	○+RP
Rising Palm Heel	○+RP
Sumo Stomp	○+RK
Big Squat	○+LK+RK
Double Slop	○+LP,LP
Double Palm Strike	○+RP,RP
100 Hand Slop	○+LP,RP, LP,RP,LP,RP,LP,RP
Left Hip Toss	○+LP
Right Hip Toss	RK+RP
Shoulder Throw	○+RK+RP

WANG

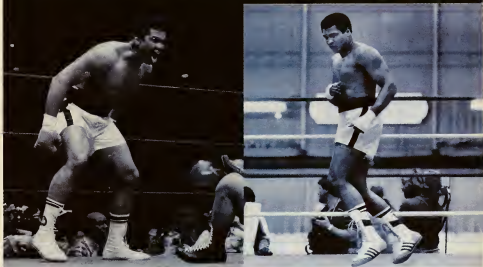
A nice old man with fists like rocks, he's actually been duped by Heihachi into fighting Law. He can also do all of Michelle's moves, except the unblockable Charging Uppercut.

Palm Heel Strike	○+RP
Overhand Hammer	○+LP
Underhand Hammer	○+LP+RP
Five Hit Combo	RP,LP,LP,LP,RP (fast)
Whirling Hip Toss	LP+LK
Reverse Double Smash	RP+RK

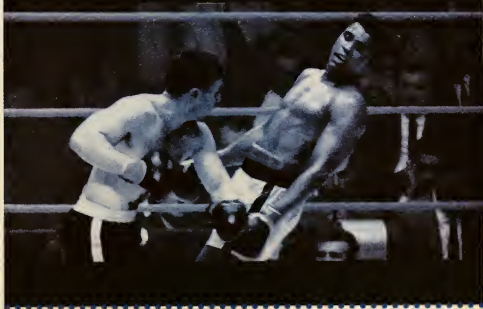


YOU TALK.

YOU DANCE.



YOU PLAY HARD TO GET.

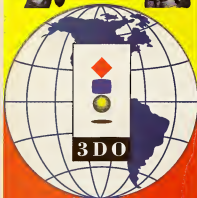


THEN YOU TURN



Look through your fighter's eyes. But take a hard one to the head and you may be looking through just one eye. Or your vision will blur.

Or you'll see "red." Worse yet, you could end up seeing double and have to fight two Alis.



Ali never left a face the way he found it. And with 21 camera angles you see all the action. TV-style presentation gives you commentary and stats. Now all you need is a trainer.



Re-stage many of boxing's most unforgettable and illustrious fights. Step through the ropes in any one of three modes: career, tournament, or exhibition. 15 different fight features let you customize each championship bout.

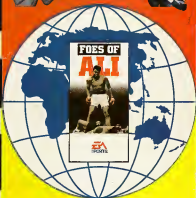


EA SPORTS, the EA SPORTS logo are trademarks, and "It's in the game. It's in the game." is a registered trademark of Electronic Arts. 3DO, the 3DO System and Interactive Multiplayer are trademarks of the 3DO Company. Muhammad Ali provided courtesy of G.O.A.T., Inc. and Sports Placement Services, Inc., Milbra, CA. To order, visit your local retailer or call 1-800-243-4526. Or see us at <http://www.3do.com/enports.html>

THE LIGHTS OUT.



The unique skills of each fighter step into the ring. Ali's blinding speed. Norton's jaw-dropping power. Sonny Liston's punishment to the body. It's all there. Boxing at its best. By the best. For the undisputed heavyweight championship of the world.



Live your dream of stepping into the ring with Muhammad Ali. Or was that a nightmare? Either way, prepare yourself to go nose to fist with one of the greatest fighters of all time.

EA
SPORTS
If it's in the game,
it's in the game.™



Fight as Leon Spinks, Ken Norton, Chuck Wepner, Sonny Liston, Henry Cooper, Jimmy Ellis, George Chuvalo, Bob Foster, or Muhammad Ali, himself. Against the computer or another player. Pick carefully. You can float like a butterfly or get stung by a bee.

FOES OF ALI

GAME SLAYERS

ALONE IN THE DARK

Interplay for 3DO



Right: If you're walking on the edge, it's a catnap.

I need to know how to get past the giant worm in the basement.

Jonathan Blackman
Austintown, OH

So do lots of people. Well friends, you can't kill it, but you can run from it, and in fact, you need it to open a tunnel to another area (handy things, those giant worms, you know?).

Once you enter the worm tunnel, start running and keep running, staying along the left side of the screen. After a nice little jog, there's a spot in the tunnel where it looks like it forks, but the left path is blocked. Be careful though, since after the turn, the path is blocked by a Hellhound, which you can and should kill.

Once you've dealt with the hound,

keep walking, and when the scene shifts, stop walking. After a short wait, you should notice the worm tunneling by in front of you. Again, be careful, because if you move too far ahead, it reaches around and bites you.

Go back the way you came and take the new tunnel going left. Voila (as they say in France), the underground dock!



Keep running. When you turn the corner—ah! The worm!



Run away and follow the tunnel, but make sure your revolver is at the ready.



There should be a sign on the left side of the tunnel. The Underground Dock. This sign is your goal. Run along the left side of the tunnel, but don't turn right. The worm is blocking the right side of the tunnel.



The second you round the corner and the scene shifts, start shooting. There's a Hellhound right there.



With the Hellhound dead, keep walking until the scene shifts again. Stay back, and wait until the worm shows up, then head back the way you came.



Rather than rattle on about meaning-

less stuff, for once I'd like to take a minute to thank a few of my fellow Slayars. At the top of the list is Adrian

Sandoval of Coderville, NJ, who sent me a new coffee mug a couple of months ago. My old faithful Rhinoceros cup had sprung a leak that same week, which was a little too convenient (have you got some kind of mental power over coffee mugs, Adrian?), but it came in handy. It was a nice, normal eight-ounce size, rather than the sloshen I was used to — and NEED — and the design, a big-headed dog in a sweater, was a little cute for my taste, but the caption, "Don't even try talking to me until I drain this cup," hit pretty close to home. It's nice to be appreciated, and I still use it.

Also, I got a good belly laugh from Joanne Smith of Rockville, MD, who's cat is shown below. The question, about Star Control II, was too obscure to answer (it generally takes a few dozen people asking about the



same game before I print something — the greatest good for the greatest number in limited space and all that, but the doctored photo and the note written on it deserve mention. Joanne, you have turned something cute into something disturbing, and that always touches me deep down inside.

jflucky@netlay.com.

Jeff

FINAL FANTASY III

Square Soft for Super NES

It's a terrific game, but I have a question. In order to get all my wishes from Emperor Gestalt, what do I have to ask him at dinner? Thanks Lucky, and keep up the good work!

P.S. If you fight the Nohrabbits in the World of Ruin, they cure your party, then die.

Daniel M. Smith
Redlands, CA

Well, OK. I know I said I'd never write about *FFIII* again, but there are enough letters about this one topic to justify answering it, mostly as a prelude to clearing through the Chrono Trigger mail that's already filtering in.

Anyway, the events in the Imperial Castle all contribute to a hidden point system, which works out like this:

Each guard talked to 20x1 pt each
Each guard fought 30x4 pts each
Make a Toast to?
 To the Returners 1 pt
 To the Empire 2 pts
 To our home town 5 pts
What about Kefka?
 Let him go 1 pt
 Execute him 3 pts
 Leave him in jail 5 pts
What about Doma?
 What's done is done 1 pt
 Apologize again! 3 pts
 That was inexcusable 5 pts
What about Celes?
 Was she a spy? 1 pt
 We trust Celes 3 pts
 She's one of us 5 pts
Any questions? 3x2 pts each
 (-10 pts if you repeat a question)
What about the Espers?
 You unleashed their power 2 pts
 They're gone too far 5 pts
 Which question asked first? 5 pts
 Take a break 5 pts
Anything I should say?
 I'm sorry 1 pt
 All I want is peace 3 pts
 The war is over 5 pts
Say 'yes' the first time
Gestalt asks for a favor 3 pts

Where? Once the banquet is over, you're rewarded as follows:
0-49 pts Imperial troops withdraw from South Figaro
50-66 pts Imperial troops withdraw from Doma
67-76 pts Unlocks the door at the Imperial Base
77-89 pts Receive Tindigar
90-93 pts Receive Charm Bangle

Any more *FFIII* questions are going to be round filed, shredded or burned, OK?

TRUE LIES

Acclaim for SNES and Genesis

This is kind of embarrassing, but I can't get by the second level. I can fight through the mall, but when I get to the bathroom, guys keep coming out of the bathroom stalls and never seem to stop. What the heck is going on? How many do I have to kill? Please help me.

Jack Taylor
Lansing, MI



These guys can come out of those stalls all day. It's worse than a Shriner's convention.

So, what ya gotta do is blast the doors off the stalls. Somehow this stops 'em.



Well guy, believe it or not, a lot of folks seem to get stuck here. The trick isn't killing all the guys who come out, because they're never gonna stop. What you have to do is blast open the stalls by destroying the doors. It's weird, but somehow once the doors are destroyed, the endless flow of enemies comes to a halt, a boss shows up, and you can finish the stage. It's also more than a little stupid, but hey, it's just a game, right? It's not like there's any reason a game should follow any sort of logic. Sheesh.

After that, the henchman stop coming and it's just you and this guy in red.

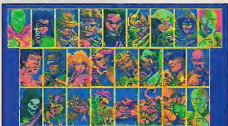
ETERNAL CHAMPIONS

Sega for Sega CD

OK, so you printed how to FIND the hidden characters, but I'm pretty damn sure they have their own special moves, Overkills and whatever else. So what are they, smart guy?

Alan Smithsee
Houston, TX

Alan Smithsee? huh? Isn't that the name movie directors use when they're embarrassed by the way a studio edited and released their film? Are you embarrassed by your letter 'Alan'?



Wario buncha character!

Anyway, your question is fair enough, and a lot of folks want the answer, so in my final, absolute last *ECCD* answer, here you go:

ETERNAL CHAMPIONS (CONTINUED)

Sega for Sega CD



This is Thanatos' Vendetta. Sort of nice, isn't it?

Musketier	OOO+Z
Flying Guillotine	Jump, X+Y+Z
Witch Fire	OOO+A or B or C
Iron Maiden	OO+X+Y
Death Form	Hold X+Y+Z
The Rack	OO+C
Death's Door	O (1 sec), X (teleport left) or Z (teleport right)
Tombstone	OO+X
Headman's Axe	O (1 sec) O+B+C
Rising Dead	OOO+C
Vendetta	OOOOX (close)

CRISPY

Thrust Kick	OO+C (can be done in air)
Egg Throw	OO+X or Y
Claw Attack	OOO+Y
Farmer	hold X+Y+Z



Chin Wo has a fairly little Sudden Death as well. Eaten alive by monkeys—ick.

Heal/Destroy	X+Y+Z
Wood Elemental	Y+Z
Water Elemental	OO+A+B
Metal Elemental	B+C
Air Elemental	OOO+A
Fire Elemental	OOO+Y
Needle Projectile	OO+Z
Ape Spit	O (1 sec) O+B+C
Climb and Kick	OOO+A+B
Drunken Monkey	OOO+C
Vendetta	OOOOY
Overkill	Victim must land in center of archway

Sudden Death

stand a little to the left of the right side of the archway. Hit towards center.

HOOTER

Horizontal	OO+Z
Spin Upper	OOO+Z
Refract	OOB+A
Horizontal Up	OO+Y+Z
Horizontal Down	OO+B+C
Head Butt	O+Y or Z (close)

Zuni

Crossover 1	OOO+ B (close)
Crossover 2	OOO+ C (close)
Banana	OO+Y
Coconut	OO+Z
Face Slash	OOO+ Z (close)

SENATOR



Red Tape	OO+Y
Veto	OO+X+Y
Impeach	hold A+B+C
San Violence	OO+C
Diplomatic Immunity	X+Y+Z
Donate	OOO+B+C
Mud Slinger	OO+X+Y
Rebuttal	OO+X
Voter Pin Slab	OOO+Z
Kickback	O (1 sec) O+B+C
Out of Office	OOO+O+C
Vendetta	OOOOZ
Overkill	Victim must land on the far right side of the screen.
Sudden Death	Victim must land on top of right manhole cover.

YAPPY

Jumping Headbutt	OOO+Z
Sonic Bark	OO+Y
Dirt Kick	OO+B
Razor Kick	OOO+C
Whirlwind	X+Y+Z
Hotdog	OO+A+B+C

ETERNAL CHAMPION

Change Form	OOOOO+ any button
Attack 1	A+B+C
Attack 2	X+Y+Z (Attacks are different depending on EC's form)

DARK ETERNAL CHAMPION

Thunder Clap	OO+Y
Thunder Bolt	OO+Z
Fire Rain	O (1 sec) O+C
Snowball	OOO+C
Rolling Rocks	OOB+A
Freeze	X+Y+Z
Boulders	OOB+Y
Fireball	OOOOO+A

BLAST



Blast's Sudden Death is difficult to pull off; they gotta land just right, but it's, well, kind of impressive.

Bungee Knife	OOO+Z
Self-destruct	hold A+B+C
Ground Swell	O (1 sec) O+X+Y
Drop 'n' Pop	OO+X+Y+Z
Bungee Climb	O (1 sec) O+Z
Grenade Toss	OO+A or B or C
Nitro Knuckles	X+Y+Z
Hammerhead	OOO+X
Salvo Attack	OO+B+C
Blast Shield	OO+X
Power Slide	OOO+C
Vendetta	OOOOO
Overkill	Victim must land in the central clearing.
Sudden Death	Victim must land in front of the short palm tree in the background to the left of the gun tower. Hit victim from right.

SLUTHER



Here we see little doggy Yappy locked in a death struggle with the snake, Sluther. I know why they call them animals...

Lunge	OO+Y
Chew	OO+Z
Carbide	OOO+B
Spit	OOO+X
Tailspin	OOO+C
Thousand Bites	hold X+Y+Z

KEEP IN
TOUCH

Send your game questions or any top secret tips to Jeff at the usual address:
GAME SLAYERS
 1356 Old Bayshore Highway; Suite 210;
 Burlingame, CA, 94010

FREE!! FREE!! FREE!! FREE!! FREE!! FREE!!

VIDEO GAME NETWORK

1232 COON RAPIDS BLVD
COON RAPIDS, MN 55433

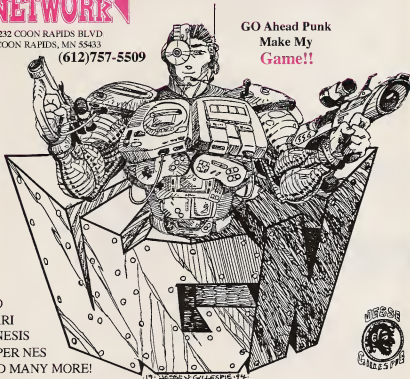
(612)757-5509

FREE!! PRICE CATALOG

WE BUY • SELL • TRADE

LOW PRICES!

GO Ahead Punk
Make My
Game!!



3DO
ATARI
GENESIS
SUPER NES
AND MANY MORE!



CALL OR WRITE FOR A FREE CATALOG.

(612)757-5509

VIDEO GAME NETWORK

1232 COON RAPIDS BLVD.
COON RAPIDS, MN 55433
OR CALL THE GAME GODZ!

Call Today
Quick Delivery!



SEND VIDEO GAME NETWORK
TO: 1232 COON RAPIDS BLVD
COON RAPIDS, MN 55433
☐ PLEASE SEND FREE CATALOG

NAME _____

ADDRESS _____

City/State _____ Zip _____

PHONE () _____

Please call for current prices. We deduct for missing boxes and manuals. Buy back prices are store credit only unless you ask for check. price. Out of stock orders may be held up to 60 days. No COD's. We accept personal checks. Although your order will be delayed at least 4 weeks. Money orders are usually shipped within 48 hours if in stock. All sales are final. 90 day warranty on carts, 30 days on CDs. We reserve the right to refuse any sale or purchase. Please call if you have any questions.

CODE BREAKERS

MEGA MAN 7

Capcom for Super NES

MEGA FIGHTER TWO, HYPERTECHNED SPECIAL EDITION

Old you want a strange but super-fun code for *Mega Man 7*? OK then, next time you're playing and you suddenly get the urge for some one-on-one fighting action, you won't have to interrupt your playing enjoyment. That's right, you don't have to track down your *Street Fighter* cartridge to feed this particular jones.



To set-up the Versus Mode, go to the passwords screen...

...enter the password, then hold down the L and R buttons on both controllers and press Start on controller one.



Once you reach the Versus Screen, you're able to choose either Mega Man or Boss.



Try out some of your favorite *Street Fighter* moves if you're looking for some hot fighting action.

TRIPLE PLAY '96

EA for Genesis

BASEBALL GREATS



When given the opportunity to enter a player's name, try entering someone famous like Babe Ruth or Cy Young.



Now that you've got Babe Ruth on your team, it seems doubtful that you'll have much trouble finishing that team lunch.



It's always disturbing when one of our writers enjoys himself more than he should. When Patrick Baggatta told us how much he was enjoying doing Codebreakers, we took him outside and broke his ankles.

Well, the 32-bit codes continue to come in, but thankfully there are still some good 16-bit codes, also. So, for all you folks that haven't gotten around to making the jump to the next generation systems, don't fret because we haven't forgotten about you. For all of you that have made the jump, we also have some choice Saturn and PlayStation codes.

It doesn't really matter what kind of system you own, because here in the Codebreaker pages it's all about cheating. It's not like an extra 16-bits of power are going to make you a better cheater. So, if you're feeling bad because you haven't been able to get a Saturn or PlayStation, remember that here in the Codebreakers pages every single one of you is a low-down dirty cheater. Even a fancy new gaming machine can't change that.

Patrick

SLAM 'N' JAM

Crystal Dynamics for 3DO

SLAMMIN' CODES

Let's face it, winning in most basketball video games comes down to one thing - taking high percentage shots. The problem is that except for gauging distance, there's never really been any way to distinguish what the computer thinks is a high percentage shot. Well, that trend ends here because, with the following code, you're able to see the percentage of each and every shot you take. And if that wasn't enough, we thought we might also give you a code to make all the players really small. Hey, we don't make-up the codes, we just print them.



In the time between the Scouting Report Screen and the tip off, press and hold the L button.

You can now see the shot percentage with every shot you take.

LITTLE PEOPLE



Follow the same procedure you used with the shot percentage code until you get to the Scouting Report screen.



After you choose continue, start pressing the R button repeatedly and quickly.



Once the game starts, press Pause, then unpause.



Now that you've got the little man, what are you going to do with him?



PANZER DRAGON

Sega for Saturn

MORE PANZER CODES

These definitely aren't the first codes we've run for Panzer Dragon, the gorgeous dragon shooter for the Sega Saturn, but they're still pretty good, so don't just assume you've seen them.



At the title screen press Up, X, Right, Y, Down, Z, Left, Y, Up, X.

Now that this code is installed, you're able to enter the following shot power-up codes at the Episode Screens.



Hold B at the Episode Screen to get the Purple power-up.

EPISODE 1



The purple power-up is definitely not to be messed with.



Using the same tactic while holding the L button gives you the blue power-up, which is not to be messed with, either.

BATTLE ARENA TOSHINDEN

SONY CE for PlayStation

BADASS FIGHTER CODES

Let's pretend like you actually need codes to make this game fun. OK, since we're pretending anyway, I guess we'll give you a couple. To really appreciate these codes, you have to first fight your way to the boss characters Gale and Sho and, since you're all expert gamers, I assume you've achieved this. So, how would you like to fight as Gale? Would you like to fight as Sho? Of course you would! They're both really cool characters. OK then, this is how to do it:

GAIA CODE



As soon as the title screen appears press **Down**, **Down & Left**, **Left**, **Square**.

Set the select screen so that **Kayin** is in the highlighted box and press **Up**, plus any button.



When you hear a voice say "Fight" and the words turn blue to red, start a one-player game.



CODE MONKEY OF THE MONTH

PICK A FIGHT

This month's Code Monkey honors go to the fighting game with more attitude than you can shake a stick at, or even physically beat into submission with a stick, which reminds me of a joke. What's brown and sticky? A stick, of course. OK, back to the point. This month we have our first PlayStation Code Monkey Award and it's a good one. So, thanks to **Brian Kirol of Ellington, CT** for sending it in and we hope you enjoy your fighter stick.

SHO CODE



To fight as Sho, do the initial steps for the Gaia code to make the words turn red.



Wait until the demo starts, then press **Start** on controller one.

Once the title screen comes up again, press **Right**, **Left**, **Right**, **Left**, **Square** on controller two. The words turn blue again if done right.

PLAYER SELECT

Then go to the select screen and highlight Kayin. Hold **Down** and press any button to fight as Sho.



Now this is fighting expertise. Remember to check next month's issue for the follow-up Toshinden codes.



If you lose with Gale, then you probably don't deserve to be using him in the first place.

NBA LIVE '95

EA for Genesis

PRACTICE MAKES PERFECT

Sure, we hear you crying. "If only I had time to get in a little practice on my own, then perhaps I would have a chance." Well, stop your crying because now you can do just that. That's right, make all those other pesky players just stand around picking their noses, while you run around doing whatever it is you feel like doing.



At any point during the game, hold **A** for turbo.



While holding **A**, press **Start** and everyone else on the court freezes. Enjoy!

BLACKTHORNE

Interplay for 32X

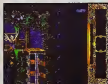


© 1993 Interplay Productions
 All Rights Reserved
 All Other Names Are Registered
 Trademarks of Their
 Respective Owners

THOSE FOUR LITTLE LETTERS

The following list of passwords should help to move you right along through what is a particularly tough game. The key to using these passwords is not to abuse them. Seeing later levels is fun, but working your way through each level is even more satisfying. Aaahhh, what the hell, no one's watching. Cheat away.

At the passwords screen, enter the following codes for rapid advancement through the game:



The Mine Level, the passwords for levels 2, 3 and 4 respectively are **FBWC**, **QPTR**, and **WUTV**.



The Sand Level passwords are **ZJIF**, **GSG3**, **BMHS** and **Y4DL**.



The Tree Level passwords are **RRYB**, **Z59P**, **XJ5N** and **CGDM**.



The Castle Level passwords are **HKDD**, **NRU**, **J6BZ**, **MJNG** and **K3CH**.



The Tree World Level passwords are **RRYB**, **Z59P**, **XJ5N** and **CGDM**.

BARKLEY: SHUT UP AND JAM 2

Accolade for Genesis

EVIL TWIN POKER ACTIVATE

Sometimes the biggest victories in life are the ones we win against ourselves. OK, it doesn't really matter if you have no idea what the hell I'm talking about. Let's face it — I needed a lead-in sentence and that's

what I came up with. Anyway, if you check out the code below you can see that it sort of makes sense. You do, after all, got to play an exhibition game against your own evil twins. So, now you know what I was talking about, right?



Start an exhibition game.

Choose your team.



Press **Start** at any point during the game to pause the action.



Highlight **Quit** and press **C** three times.



Then highlight **Resume** and, when you return to the action, you'll be playing your evil twins.



DEMON'S CREST

Copicorn for Super NES

Demons Codes

How would you like to play as the Ultimate Gargoyle? Come on, even if you've never heard of *Demon's Crest*, you've got to be excited about playing as something called the Ultimate Gargoyle! And for those of you that are familiar with *Demon's Crest*, we'd also like to give you a little help with getting all the items and the Crest of Heaven:

Go to the passwords screen.



Enter the following code to play as the Ultimate Gargoyle.
FDGP, GRMS, FGNH, GTKL

If you'd rather have all the items try entering **OFF, HARR, DOLR, XHQL**.



WARIO BLAST

Nintendo for Game Boy

WARIO BATTLE

The following code allows you to do what all of you little war-mongers love to do anyway — fight.

At the Passwords screen, enter **5456** to play Bombeman.



Enter **6565** to play Wario.

Now do battle. I command you.



WORLD SERIES BASEBALL '95

Sega for Genesis

PLAY THE PROS

Sometimes it's easy to forget that behind each and every video game there is a dedicated and sometimes even talented development team hard at work. However, if the makers of *World Series Baseball '95* have anything to do with it, there'll be no forgetting them. In fact, you will be playing against them. That's right, the development team of Blue Sky has included themselves as a secret team and we're going to tell you how to find them.

At the beginning of the game, when the title screen (the screen with the fireworks) starts to fade, press **A**, **B**, **C**, and **Start** simultaneously.



When you see the first Blue Sky Zone, press **Start** two times to reach the cheat screen.



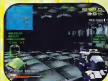
When you get to the cheat screen with the blue Sky option, change the answer to 'Yes', then press **Start** and you're able to play them in an exhibition game.

ROBOTICA

Acclaim for Saturn

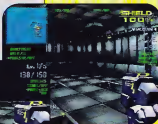
ROBOTIC JUSTICE

This is a great code. Of course, I didn't really have to tell you that, but sometimes I just feel the need. What I mean to say is that this code will take care of all your *Robotica* needs and even some of your frivolous wants. What I mean to say is... never mind, this is what it does. With the following code you can, at any time, and as many times as you'd like, refresh your shield.



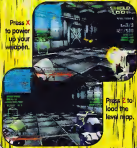
refresh your Hover Jet and increase your weapon power.

At any point during the game, press and hold the **L** and **R** buttons on a controller one.



Then, on controller two, press **A** to replenish your shield.

Press **B** to refill your generator, mooring Plasma Barker, Hover Jet, Power Booster, etc.)



Press **X** to power up your weapon.

Press **C** to load the level map.

GAME GENIE FOR GENESIS

STARGATE
Acclaim for Genesis

AASA-CA90 - Infinite Gravitacs
ADDT-AA60 - Invincibility
AASA-CA80 - Infinite Lives

BLAZEN 95
EA for Genesis

809F-84D4 - Field Goals equal nine points
C267-5480 - Infinite field downs
809F-779F - Salaries worth zero

SONIC & KNUCKLES
Sega for Genesis

G0K7-AA60 - 50 Lives
NPIC-AA60 - 50 Lives
K20N-CAAJ - Infinite Lives

GAME GENIE FOR SUPER NES

CLAY FIGHTER 2
Interplay for Super NES

F691-7FA4 - Infinite Energy/Time
0808-54D1 - Difficulty Option

SUPER RETURN OF THE JEOP
JVC for Super NES

C230-GP0F - Infinite Lives
F682-G7B1 - 25 Lives

YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCIIWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is Brian Kiro, from Ellington, CT, who wrote a controller

for his badass Toshinden fighter codes.

If you want to be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Bonuses not included!



What a cool controller! The Fighter Stick takes the pain out of getting through those prizes!

Now there's no reason for you not to send in your codes! The ASCIIPad is the ultimate in controller action!



Pro ACTION REPLAY

NEW

GAME BUSTER!

セガサターンマガジン

THE ULTIMATE CARTRIDGE CARTRIDGE

FOR SEGA SATURN

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ ammo play on any level. Become invincible with the Action Replay Cartridge.

PRO ACTION REPLAY
\$ 79.99

SEGA SATURN™

HOT



SEGA SATURN SYSTEM

\$ 399.99

3DO SIDE KICK PAD

FOR 3DO

- 4 BUTTON CONTROL
- TURBO BUTTON
- DIRECTION CONTROL

DIRECT PLUG IN

COMPATIBLE 3DO



3DO SIDE KICK PAD

\$ 19.99

SATURN MOVIE CARD



HOW YOU CAN WATCH ANY CD MOVIES IN YOUR SATURN WITH THIS CARD

SATURN MOVIE CARD

\$ 109.99

UNIVERSAL ADAPTOR



NOW YOU CAN PLAY IMPORT CDs ON YOUR SEGA SATURN

How you can play U.S. & Jap. CD games on any Saturn
Simple Plug-in cartridge allows all combinations of CDs and consoles.
No need to wait for releases of console now you can play games from any country.

SATURN UNIVERSAL ADAPTOR

\$ 99.99

SEGA

Sonic the Hedgehog

GENESIS SPECIAL	
DOUBLE AND GUN	\$19
WARRIORS GUM	\$19
MEGA BOMBERMAN	\$33
MORAL KOMBAT	\$19
MS PACMAN	\$19
NBA ACTION 94	\$19
NBA ACTION 95	\$19
PAC-ATOMIC	\$19
PETE SAUNDERS TOMBS	\$33
PGA EUROPEAN GOLF	\$33
POPLICUS	\$33
PRINCES OF DARK WATER	\$33
PUNISHER	\$33
RED 4	\$33
ROAD RASH 2	\$33
WASTERS	\$33
POCKET FIGHTER ADVENTURE	\$19

FACE DRIVING	\$79.99	FIFTH FORCE	\$79.99	GLADIATORS	\$69.99	VIEWPOINT	\$79.99	ROCKSAGE	\$79.99	GREATEST HITS	\$79.99
BREX SHINOS	\$39.99	CRIM CHAMBER	\$79.99	ST FORTUNE	\$79.99	ATLANTIS	\$79.99	ATLANTIS	\$79.99	BLUE BLOOD	\$79.99

DRAGON BALL Z

\$20 each

SEND \$10 FOR FULL COLOR CATALOG

SEND \$10 FOR SEGA CATALOG TO TOMMO INC.

18521 Gale Ave. City of Industry CA, 91745

Name: _____

Address: _____

Phone: _____

MASTERCARD ACCEPTED

TOMMO INC.

18521 E. Gale Ave.

City of Industry CA. 91748

TO ORDER CALL:

818-839-8755

FAX ORDERS:

818-839-8752

24 HOURS

COMING SOON



Secret of Evermore\$3
Chrono Trigger\$3
Breath of Fire\$3
Final Fantasy II\$3
Final Fantasy I\$3
Secret of Mana\$3
Japanese Front Mission with Converter\$4

By Soursesoft



HOTTEST RPG IN 1995!



**HOTTEST
JAPANESE**



CALL FOR PLAYER GUIDE!!!



ELAPHER FURNITURE
LONDON AND BOSTON

EXPERIMENTAL

DISTRIBUTED

By:

TOMMO



**FOR DEALER AND
WHOLESALE
INQUIRES:**

TEL:818-839-8755 OR
FAX:818-839-8751

TO ORDER CALL 818-839-8755

ORDER FORM

ORDER FORM

Name: _____

Address: _____

City: _____ State _____ Zip _____

Shipping Charges _____

UPS Ground
6x 9x

Shipping Charges
UPS Ground
\$8.00

Item Description	Qty	Price	Totals
------------------	-----	-------	--------

UPS Express Air
\$15.00

TONINO CATALOG	\$10	\$12.00



		Subtotal	
		CA Residents Sales Tax @ 9.5%	

V50

CA Residents Sales Tax 8.25%	VISA
Postage & Handling	<input type="checkbox"/> MASTERCARD
Total Enclosed	

C.O.D. & MONEY ORDER ACCEPT.
Important! Send all orders to: SIGNATURE Credit card# Exp Date
 Turner Inc. 18501 E. Oak Ave. Suite 100, Industry, CA 91748

Tommo Inc., 18521 E. Gale Ave., City of Industry CA 91748

ALL NAMES AND LOGOS ARE THE REGISTERED TRADEMARKS
OF THEIR RESPECTIVE COMPANIES

DON'T MISS THE HOTTEST GAME THIS YEAR!

SOLD BY
Williams
Williams Entertainment Inc.



MORTAL KOMBAT 3

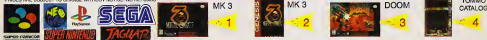


SUPER NINTENDO
ENTERTAINMENT SYSTEM

SEGA

GAME BOY® GAME GEAR®

PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE. NO REFUNDS.



TO ORDER CALL 818-839-8755

DISTRIBUTED By:



**FOR DEALER AND
WHOLESALE
INQUIRES:**

TEL: 818-839-8755 OR
FAX: 818-839-8751

ALL NAMES AND LOGOS ARE THE REGISTERED TRADEMARKS
OF THEIR RESPECTIVE COMPANIES

ORDER FORM

Name: _____				Shipping Charges	
Address: _____				UPS Ground	
City: _____ State: _____ Zip: _____				\$8.00	
Home Phone() _____ Daytime Phone() _____					
1	MORTAL KOMBAT 3 (For Super Nintendo)	Qty	Price	Totals	
2	MORTAL KOMBAT 3 (For Sega Genesis)		\$55		
3	DOOM (For Super Nintendo)		\$59		
4	TOMMO CATALOG		\$10		
			Subtotal		
			CA Residents Sales Tax 8.25%		
			Postage & Handling		
			Total Enclosed		

UPS Express Air
\$12.00



☐ Visa
☐ MasterCard

C.O.D. & MONEY ORDER ACCEPT.

Important! Send all orders to: SIGNATURE

Credit card

Exp Date

Tommo Inc. 18521 E Gale Ave. City of Industry CA. 91748

Please allow 2-3 weeks delivery. We reserve the right to modify prices and product offerings without notice.

Back Talk

I LIKE THE
FUZZY, BLUE
BUNNY RABBIT!

The river of blood... no, wait... it's
heart! Yes, ha, ha, ha! And cheese... cheese...
melting through my fingers as the big, green
canaries fly overhead... the horror... ha, ha... we
can't save... pipe mold... must have pipe
mold to see beyond!

**The Brain Transfer Device
was finally working!**

IT'S THE 'MATCH THE CAPTION' GAME!



As some of you may have noticed, last month there was a little problem with the Table of Contents page; it seems that, somehow, all of the 'Meet the Team' captions got lost in the shuffle. Don't worry, fingers have been pointed, accusations should, and the proper amount of totally innocent people slaughtered.

But the really interesting thing about this is that now you have a chance to play Caption Editor and figure out which caption went to which picture! Real fun, right? OK... it isn't that great and we're not giving away any prizes or anything like that, so you don't HAVE to play, if you don't want to. Anyway, here are the captions. Have fun... fun, I guess.

1. I was blackmailed! If I don't wear this mask, Bill will print that picture of me wearing the bunny ears. I

don't want anyone to see that picture!

2. I don't have to wear that stupid mask! I told Bill that me and the herd would do a drive-by grazing if he even thought about pulling that mask crap!

3. I'm wearing my BT/Bleach mask so I can meet lots of girls! At least, that's what Bill tells me will happen. I can't wait!

4. It's all part of my evil plan! This way, no one will know who gave itching powder to the trick-or-treaters! Oh, the horror! Ha, ha, ha!

5. Bill said the new guy always wears this mask on Halloween, or he goes back in the box! Stop laughing at me!

You know, we really like it when these pictures are ALL messed up! Check this one out! Here's the November Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

November's Scrambled Mess,
GAME PLAYERS: 1390 Old Bayshore High-
 way; Suite 210; Burlingame, CA 94010.

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our July's Scrambled News Contest was Ross Tompkins, of Shreveport, LA. He correctly identified the scrambled picture as a screen shot from *Protestant Man: Your Mystery Prize* is on the way. Ross, but the Postal Service likes to drag its knuckles, so it may be awhile before you get it.



Executive Vice President
Enrico
Chris Slater
Art Director
Mike Walsh
Production Editors
Bill Bonachea
Associate Editors
Jeff Lundgren
Assistant Editors
Mike Solomon • Patrick Baggette
Graphic Artists
Joan Cobb • Debbie Wells
Contributors
Roger Burdell • Vince Matthews
Imaging Publications
Environments, Art, Production
Activities, & Marketing
1350 600 Broadway Highway
Suite 210
Burlington, CA 94010
Phone: 415. 696. 1658
Fax: 415. 696. 1676
For All Advertising
Inquiries, Call
Gregory Gandy, Advertising Manager
Phone: 415. 696. 1658
Fax: 415. 696. 1676
Production Coordinator
Roger R. Burdell
Director of Publications
Jeff Ebert
For All Subscription
Inquiries, Call
Customer Service
Tel: 415. 696. 1660

PUBLISHER
Jonathan Sampson-Bint
PRODUCTION DIRECTOR
Richard Lesmay
MARKETING MANAGER
Mary Kearney
DIRECTOR OF SINGLE-COPY SALES
Marjanne Napoli
CIRCULATION ANALYST
Deey Raudie
NEWSSTAND MANAGER

Please send all
advertising materials to:
Roger K. Burchill
Production Coordinator

All editorial materials should be sent to:
Crotolan' Chris Slate, Editor,
BASIC PICTURES
1750 Old Bayshore Highway
Suite 210
Burlingame, CA, 94010

IMAGINE PUBLISHING, INC.
CORPORATE
PRESIDENT
Cheryl Anderson
VP OPERATIONS & CFO
Tom Valentine

[illegible]

Some articles copyright © 1986, Ingram Publishing, Inc. All rights reserved. "Reproduction in whole or in part without permission is strictly prohibited"—Ingram Publishing, Inc. is affiliated with the companies or products covered in *Service Pharmacy*. All rights reserved are assumed to be implications unless marked otherwise. We reserve the right of sale such notices for reasons of space limitation.



ADL @keyword: NOA
www.nintendo.com



Super Mario World 2®



Mario's back in his biggest adventure yet.

Four years in the birthing, and now this bambino comes kicking and screaming into the world of

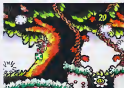
Morphmation graphics. A Nintendo brainchild that allows

the characters and back-grounds to ripple, rubberize and react like nothing you've ever seen (cept maybe that nasty gelatin salad your mom puts out for company).

But there's more than eye-popping visuals to drool over. There's over



Egg fights, screaming babies, vicious attacks—it's like day care from hell.



Do not adjust your television. These graphics are supposed to be wavy.



This baby's outta control.

60 levels packed with all-new surprises. Huge expanding bosses. And Yoshi — a cold-blooded baby sitter who spits fire and launches eggs out his butt. He even morphs into a helicopter...



try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.



This little sucker doesn't just acroll left to right. He goes all over the place (and we don't mean Number Two).



Kicking, shrieking, crying, tantrums...and that's just the guys who bought new systems.

Only 40¢
SUPER NINTENDO
ENTERTAINMENT SYSTEM



ONLY THE BEST ARE GRANTED
SUPER POWER MOVES!



E. HONDA'S HUNDRED HAND SLAP—
LIKE YOU'VE NEVER SEEN BEFORE!



SAWADA, ALL-NEW CHARACTER
FROM THE MOVIE!

IT'S THE FIGHT OF YOUR LIFE!

STREET FIGHTER THE MOVIE™

THE ONE. THE ONLY.
THE ULTIMATE WAY TO PLAY STREET FIGHTER: THE MOVIE™
ON SATURN™ AND PLAYSTATION™!

Kiss your butt good-bye when you take to the streets in the toughest street
fighting game ever! Featuring never-before-possible attack and super combo
moves, plus full motion video and digitized characters straight from the movie.

Street Fighter: The Movie™ The ultimate street fight begins!



DEVASTATE YOUR OPPONENT WITH ALL
NEW SUPER COMBO MOVES!



JEAN-CLAUDE VAN DAMME
IS COLONEL GUILLE!!!



CAPCOM®



SEGA
SATURN™



"STREET FIGHTER: THE MOVIE"™ and "CAPCOM" are trademarks of CAPCOM Co., Ltd. © CAPCOM Co., Ltd. 1994, 1995. All Rights Reserved. Sega and Sega Saturn are trademarks of Sega Enterprises Ltd. All Rights Reserved. "The One. The Only." "PlayStation" are trademarks of Sony Computer Entertainment, Inc. Acclaim is a division of Acclaim Entertainment, Inc. © 1994 1995 Acclaim Entertainment, Inc. All rights reserved. Screen shots shown are taken from PlayStation version of the game.

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from
this site, please do not support them and do let us know.

Thank you!

